```java
import java.awt.*;
import java.applet.*;
public class LineArt extends Applet {
    public void paint(Graphics g){
            int x1 = 10;
            int y1 = 640;
            int count = 0;
            g.drawRect(10,10,980,630);
            // Draw bottom-left corner
            while (count <= 51 ) {
                    x1 = 10 + (19*count);
                    y1 = 640 - 12*count;
                    g.drawLine(x1, 640, 990, y1);
                    count++;
            }

            count = 0;
            x1 = 0;
            y1 = 0;

            // Draw bottom-right corner
            while (count <= 51) {
                    x1 = 10 + (19*count);
                    y1 = 10 + (12*count);
                    g.drawLine(10, y1, x1, 640);
                    count++;
            }

            count = 0;
            x1 = 0;
            y1 = 0;

            // Draw top-right corner
            while (count <= 51) {
        x1 = 990 - (19*count);
        y1 = 640 - (12*count);
        g.drawLine(x1, 10, 990, y1);
        count++;
            }

            count = 0;
            x1 = 0;
            y1 = 0;

            // Draw top-left corner
            while (count <= 51) {
              x1 = 10 + (19*count);
              y1 = 640 - (12*count);
              g.drawLine(10, y1, x1, 10);
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```java
        count++;
    }

    count = 0;
    x1 = 0;
    y1 = 0;

    // second rectangle
    g.drawRect(253, 170, 490, 315);

    //bottom left
    while (count <= 49 ) {
        x1 = 253 + (10*count);
        y1 = 485 - 6*count;
        g.drawLine(x1, 485, 743, y1);
        count++;
    }

    count = 0;
    x1 = 0;
    y1 = 0;

    // Draw bottom-right corner
    while (count <= 51) {
        x1 = 253 + (10*count);
        y1 = 170 + (6*count);
        g.drawLine(253, y1, x1, 485);
        count++;
    }

    count = 0;
    x1 = 0;
    y1 = 0;

    // Draw top-right corner
    while (count <= 51) {
x1 = 743 - (10*count);
y1 = 485 - (6*count);
g.drawLine(x1, 170, 743, y1);
count++;
    }

    count = 0;
    x1 = 0;
    y1 = 0;

    // Draw top-left corner
    while (count <= 49) {
      x1 = 743 - (10*count);
```

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            y1 = 170 + (6*count);
            g.drawLine(253, y1, x1, 170);
            count++;
        }
    }
}
```