

## LineArt.java

```
1
2 // TODO Auto-generated method stub
3 import java.awt.*;
4 import java.applet.*;
5 public class LineArt extends Applet{
6     public void paint(Graphics g){
7         int width = 980;
8         int height = 630;
9         g.drawRect(10,10,width,height);
10        g.drawRect(width/4+10,height/4+14,width/2,height/2-8);
11        g.drawLine(width/4+10,height/4+10,width/4+10,3*height/4+10);
12        g.drawLine(3*width/4+10,height/4+10,3*width/4+10,3*height/4+10);
13        // Draw bottom-left corner
14        int pointsh = height/70;
15        int pointsw = width/70;
16        // Start from bottom, end at left side
17        for(height = 630; height>=0; height -= pointsh) {
18            //outer
19            g.drawLine(width+10, 640, 10, height+10);
20            //inner
21            g.drawLine(width/2+980/4+10, 3*630/4+6, 980/4+10, height/2+630/4+6);
22            width -= pointsw;
23        }
24        // Draw bottom-right corner
25        width = 0;
26        // Start from bottom, end at right side
27        for(height = 630; height>=0; height -= pointsh) {
28            //outer
29            g.drawLine(width+10, 640, 990, height+10);
30            //inner
31            g.drawLine(width/2+980/4+10, 3*630/4+6, 3*980/4+10, height/2+630/4+6);
32            width += pointsw;
33        }
34        // Draw top-right corner
35        width = 0;
36        // Start from top, end at right side
37        for(height = 0; height<=630; height += pointsh) {
38            //outer
39            g.drawLine(width+10, 10, 990, height+10);
40            //inner
41            g.drawLine(width/2+980/4+10, 630/4+14, 3*980/4+10, height/2+630/4+14);
42            width += pointsw;
43        }
44        // Draw top-left corner
45        // Start from top, end at left side
```

## LineArt.java

```
46 width = 980;
47 for(height = 0; height<=630; height += pointsh) {
48     //outer
49     g.drawLine(width+10, 10, 10, height+10);
50     //inner
51     g.drawLine(width/2+980/4+10, 630/4+14, 980/4+10, height/2+630/4+14);
52     width -= pointsw;
53 }
54 }
55 }
56 }
```