

```

import java.awt.Dimension;
import java.awt.Graphics;
import javax.swing.JPanel;
import javax.swing.JFrame;

public class LineArt extends JPanel {

    private static final long serialVersionUID = 1L;

    private static int width = 980;
    private static int height = 630;

    public static void main(String[] args) {
        LineArt panel = new LineArt();
        panel.setPreferredSize(new Dimension(width + 20, height +
20)); // content size window dimensions

        JFrame frame = new JFrame("Line Art"); // Title of frame
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.add(panel);
        frame.pack();
        frame.setVisible(true);
    }

    public void drawLineArt(Graphics g) {

        g.drawRect(10, 10, width, height);
        int y = 10;
        int x = 10;

        while (y <= 640 && x <= 990) {

            g.drawLine(10, y, x, 640);
            y += 9;
            x += 13;
        }

        int y2 = 10;
        int x2 = 990;

        while (y2 <= 640 && x2 >= 0) {

            g.drawLine(990, y2, x2, 640);
            y2 += 9;
            x2 -= 13;
        }

        int x3 = 990;
        int y3 = 640;

        while (y3 >= 10 && x3 >= 10) {

```

```
        g.drawLine(990, y3, x3, 10);
        y3 -= 9;
        x3 -= 13;
    }
```

```
int x4 = 10;
int y4 = 640;
```

```
while (y4 >= 10 && x4 <= 990) {

    g.drawLine(10, y4, x4, 10);
    y4 -= 9;
    x4 += 13;
}
```

```
g.drawRect(197, 197, 605, 255);
```

```
int x5 = 197;
int y5 = 197;
```

```
while (y5 <= 452 && x5 <= 802) {

    g.drawLine(197, y5, x5, 452);
    y5 += 7;
    x5 += 17;
}
```

```
int x6 = 802;
int y6 = 197;
```

```
while (y6 <= 452 && x6 >= 197) {

    g.drawLine(802, y6, x6, 452);
    y6 += 7;
    x6 -= 17;
}
```

```
int x7 = 802;
int y7 = 452;
```

```
while (y7 >= 197 && x7 >= 197) {

    g.drawLine(802, y7, x7, 197);
    y7 -= 7;
    x7 -= 17;
}
```

```
int x8 = 197;
int y8 = 452;
```

```
while (y8 >= 197 && x8 <= 802) {

    g.drawLine(197, y8, x8, 197);
}
```

```
        y8 -= 7;
        x8 += 17;
    }

    }

    @Override
    protected void paintComponent(Graphics g) {
        super.paintComponent(g); // Clears the panel before drawing
        drawLineArt(g);
    }

}
```