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import java.awt.*;
import java.applet.*;

public class LineArt extends Applet {

    public void paint(Graphics g)  {
        int width = 980;
        int height = 630;
        g.drawRect(10,10,width,height);

        //Draw bottom-right corner
        for(int i=0; i<70; i++) {
            g.drawLine(10, 10+9*i, 10+14*i, 640 );
        }
        //Draw bottom-left corner
        for(int i=0;i<70;i++) {
            g.drawLine(990,640-9*i,990-14*i,10);
        }
        //Draw top-right corner
        for (int i=0; i<70;i++) {
            g.drawLine(10,10+9*i,990-14*i,10);
        }
        //Draw top-left corner
        for (int i=0;i<70;i++) {
            g.drawLine(990, 640-9*i, 10+14*i, 640);
        }

        //Tiny Rectangle

        int width1 = 480;
        int height1 = 320;
        g.drawRect(260,165,width1,height1);

        //drawing bottom-right corner of tiny rectangle
        for (int i=0;i<46;i++) {
            g.drawLine(740,165+7*i ,740-7*i, 485);
        }

        //drawing bottom-left corner of tiny rectangle
        for (int i=0;i<46;i++) {
            g.drawLine(260, 165+7*i,260+7*i , 485);
        }

        //drawing top-right corner of the tiny rectangle
        for (int i=0;i<46;i++) {
            g.drawLine(740,485-7*i,740-7*i,165);
        }

        //drawing top-left corner of the tiny rectangle
        for(int i=0; i<46;i++) {
            g.drawLine(260, 485-7*i, 260+7*i, 165);
        }
    }
}

```

