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// LineArt.java
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);

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

        // Draw inner rectangle
        g.drawRect(255, 168, 490, 315);
        // Draw corners
        for(int i =0; i<35; i++) {
            g.drawLine(255, 168+(9*i), 255+(14*i), 483);
            g.drawLine(745, 168+(9*i), 745-(14*i), 483);
            g.drawLine(255, 168+(9*i), 745-(14*i), 168);
            g.drawLine(745, 168+(9*i), 255+(14*i), 168);
        }
    }
}

```

