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// LineArt.java
// Student version of the Lab06 Line Art Graphics Program assignment.
// 110 pt

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-left corner
        for (int x = 10, y = 640; x < 990 && y > 10; x += 14, y -= 9)
            g.drawLine(x, 640, 990, y);

        // Draw bottom-right corner
        for (int x = 990, y = 640; x > 10 && y > 10; x -= 14, y -= 9)
            g.drawLine(x, 640, 10, y);

        // Draw top-right corner
        for (int x = 10, y = 10; x < 990 && y < 640; x += 14, y += 9)
            g.drawLine(x, 10, 990, y);

        // Draw top-left corner
        for (int x = 990, y = 10; x > 10 && y < 640; x -= 14, y += 9)
            g.drawLine(x, 10, 10, y);

        // Draw inner copy
        width = 490;
        height = 315;
        g.drawRect(255,167,width,height);

        for (int x = 255, y = 482; x < 745 && y > 167; x += 14, y -= 9)
            g.drawLine(x, 482, 745, y);
        for (int x = 745, y = 482; x > 255 && y > 167; x -= 14, y -= 9)
            g.drawLine(x, 482, 255, y);
        for (int x = 255, y = 167; x < 745 && y < 482; x += 14, y += 9)
            g.drawLine(x, 167, 745, y);
        for (int x = 745, y = 167; x > 255 && y < 482; x -= 14, y += 9)
            g.drawLine(x, 167, 255, y);
    }
}

```