

LineArt.java

```
1 // LineArt.java
2 // Student version of the Lab06 Line Art Graphics Program assignment.
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        //Outer Picture
11        for(int x=0; x<=70; x++) {
12            // Draw bottom-left corner
13            g.drawLine(990-(x*14), 640, 10, 640-(x*9));
14            // Draw bottom-right corner
15            g.drawLine((x*14)+10, 640, 990, 640-(x*9));
16            // Draw top-right corner
17            g.drawLine(10+(x*14), 10, 990, 10+(x*9));
18            // Draw top-left corner
19            g.drawLine(990-(x*14), 10, 10, 10+(x*9));
20        }
21        //Inner Picture
22        g.drawRect(273, 158, 455, 335);
23        for(int x=0; x<=32; x++) {
24            // Draw bottom-left corner
25            g.drawLine(728-(x*14), 493, 273, 493-(x*9));
26            // Draw bottom-right corner
27            g.drawLine((x*14)+273, 493, 728, 493-(x*9));
28            // Draw top-right corner
29            g.drawLine(273+(x*14), 158, 728, 158+(x*9));
30            // Draw top-left corner
31            g.drawLine(728-(x*14), 158, 273, 158+(x*9));
32        }
33    }
34 }
35 }
36 }
```