Due: Wednesday, October 26, 2005 @ 4:30pm
Value: 10 points

Description: Create a GUI application that allows the user to place shapes on a panel using different options. The user should be able to create Rectangles, Squares, Ovals, and Circles. They should be able to set the x and y coordinates, the size, and whether or not the shape is filled. Also, they should be able to choose a color for the shape. The x coordinate, y coordinate, and size box should be adjusted using JTextField, the Colors chosen by a JComboBox, and the filled property toggled by a JCheckBox. There should be a clear button that clears anything already drawn on the screen. See the screenshot for an idea of how the program should look when run. Name the class DrawingShapes. There should be a DrawingPanel class that actually does the drawing of the shapes.

Deliverables: Turn in a hard copy of your source code, as well as an electronic copy by email. Make sure source files are commented and neatly spaced. Follow the guidelines in the Programming Tips section from the class website http://cs.armstrong.edu/chrisw/csci1302/.