



CSE 165: Introduction to Object-Oriented Programming

Lab 3

Your task in this lab is to create a simple demo application with the following features:

1. At startup, your program should display several rectangles of random sizes in random positions. They should all be a different color, except for white or black.
2. Clicking on a rectangle should change its state to “selected”, and it should be represented by a white border around the rectangle.
3. The selected rectangle should be on top of all the others.
4. Make the selected rectangle draggable, which means we can change its position by dragging the mouse.
5. Make the selected rectangle resizable. When the user drags the bottom right corner, the size should change.
6. If the mouse pointer falls inside multiple rectangles while clicking, only the topmost rectangle should handle the click event.
7. See video in CatCourses for an example of what your program should do.