

# COLORPICKER

## Classes

Complete the following 5 classes by writing implementations for the missing methods indicated below.

`public class ColorPicker`

Constructors: `public ColorPicker()`

`public class ColorPickerGUI`

Constructors: `public ColorPickerGUI()`

← See board

`public enum RGBA`

Methods: `public Color getColor()`

`public String getName()`

← Implement this

`public String toString()`

`public class Controller extends Sprite`

Constructors: `public Controller(int x, int y, int size, RGBA c)`

Methods: `private boolean isOverLeftButton(int x, int y)`

← Implement this

`private boolean isOverRightButton(int x, int y)`

← Implement this

`public void mousePressed(int x, int y)`

← Implement this

`public void mouseReleased(int x, int y)`

← Implement this

`public void act()`

← Implement this

`public int getShade()`

← Implement this

`public Color getColor()`

← Implement this

`public void draw(Graphics2D g)`

`public void keyPressed(Key k)`

`public void keyReleased(Key k)`

`public void keyTyped(Key k)`

`public void mouseClicked(int x, int y)`

`public void mouseMoved(int x, int y)`

`public void mouseDragged(int x, int y)`

`public void mouseEntered(int x, int y)`

`public void mouseExited(int x, int y)`

`public class Swatch extends Sprite`

Constructors: `public Swatch(int x, int y, int size, Controller r, Controller g, Controller b, Controller a)`

Methods: `public Color getColor()`

← Implement this

`public String decimalToHex(int decimal)`

← Implement this

`public String getHexString()`

← Implement this

`public void draw(Graphics2D g)`

`public void act()`