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findInRectangle()

  This is an extra credit method. This was added to PointQuadTree in order to allow the user on DotTreeGUIEC to click using a rectangle rather than a circle. The code is very similar to findInCircle(). It first checks what rectangles the user's rectangle is in. If the point itself is in the rectangle, it gets added to the hitPoints ArrayList. Regardless, it recursively calls findInRectangle() with whatever children the point has.

  A new method was added to Geometry called *rectangleIntersectingRectangle()* as a helper method to findInRectangle(). It uses the points on the edges of both rectangles to determine whether or not the user's rectangle intersects or is inside of a point's rectangle. Another helper method *pointerInRectangle()* was also added to geometry simply determining if a point's coordinates are within a rectangle.

  Minor functions were added to DotTreeGUIEC. The separate file was just made to be safe. It basically just added the same functionality of 'q' except calling the rectangle methods rather than the circle ones.