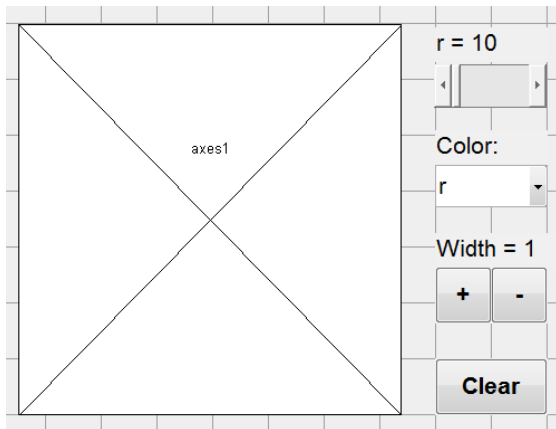


In this lab, you are going to build a MATLAB GUI program. The task is similar to what we did last week. With a GUI, it is more convenient as the user does not need to remember all the commands.

The GUI should look like this within GUIDE:



It is ok if you cannot finish everything for this lab. This lab will be continued to next week, with additional functionalities added next week. As a result, be sure to save your code somewhere to be used next week.

Regarding the GUI objects:

- The **slider bar** is used to adjust the radius. Set the radius range using the property inspector (properties **Min** and **Max**). Use the **static text** above it to display the radius.
- The **popup menu** is used to specify the color. Edit the **String** property using the property inspector to specify the allowed colors.
- The two **pushbuttons** are used to adjust the line width. You can specify minimum and maximum widths in your code. They can be enabled / disabled depending on whether the limits are reached. Use the **static text** above them to display the width.
- The **"Clear"** **pushbutton** clears the drawing.
- Add the **Button Down** event of the **axes** so that each such event draws a circle. (When drawing within the callback function, you need first call **axes(handles.axes1)** and **hold on**.)