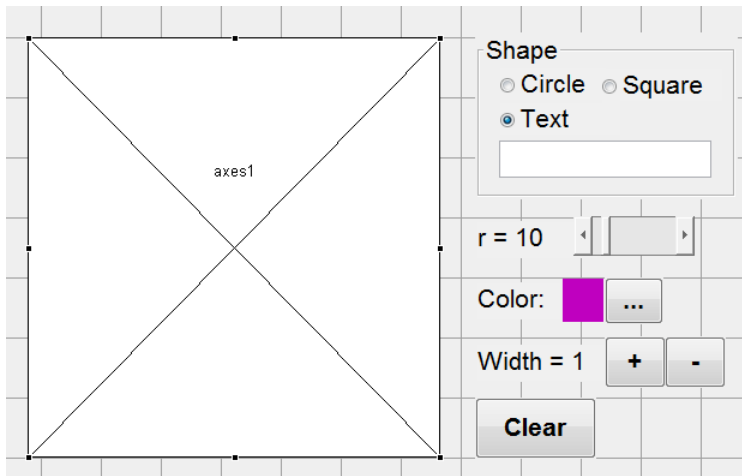


In this lab, you will build on the GUI program of last week to add some more functionality.

The new GUI should look like this within GUIDE:



As you can see, there are several changes here. (The "radius", "width", and "Clear" parts remain the same from the previous lab and are not discussed below.)

Regarding the new GUI objects:

- For color selection, use the added **pushbutton** to bring up the color selection dialog box. The "color box" is actually a **static text**, whose background color is set to the selected color. Use the function **uicolor** to show the dialog; check the documentation on its usage.
- You can now display three types of shapes/contents: circles, squares, and texts. Put the three **radio buttons** inside the same **button group** so that only one can be selected. When clicking inside the axes, use the **SelectedObject** property of the **button group** to decide the selection. The **edit box** is enabled only if Text is selected. (Handle this in the **Selection Changed** callback function for the **button group**.)
- On drawing the selected shape:
  - ◆ For circles: The same as the previous lab.
  - ◆ For squares: Use **2\*radius** as the size of the square.
  - ◆ For texts: Use **8\*radius** as the font size of the displayed text (taken from the edit box). If **width==1**, use the normal font face. If **width>1**, use the bold font face.
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