Lab8

Modify the MouseDraggedDemo example from the lecture (code is provided here) to draw a circle of changing radius as the mouse is dragged instead of a line.

Use the original mouse click, as the fixed center point of the circle and the radius is calculated based on the Mouse click point (x value) and the position of the Mouse dragged (x value).

Please watch the Lab8Demo video.

 Here is the starter code that you need to modify:

```java
public class MouseDraggedDemo extends Application {
    private Line line;

    public static void main(String[] args) {
        launch(args);

    @Override
    public void start(Stage primaryStage) {
        Pane root = new Pane();
        line = new Line(-10, -10, -10, -10);
        root.getChildren().add(line);

        root.setOnMousePressed(new MousePressEventHandler());
        root.setOnMouseDragged(new MouseDragEventHandler());

        Scene scene = new Scene(root, 300, 400);
        primaryStage.setTitle("Lines");
        primaryStage.setScene(scene);
        primaryStage.show();
    }
    private class MousePressEventHandler implements EventHandler<MouseEvent>{
        @Override
        public void handle(MouseEvent e){
            line.setStartX(e.getX());
            line.setEndX(e.getX());
            line.setStartY(e.getY());
            line.setEndY(e.getY());
        }
    }
    private class MouseDragEventHandler implements EventHandler<MouseEvent>{
        @Override
        public void handle(MouseEvent e){
            line.setEndX(e.getX());
            line.setStartY(e.getY());
        }
    }
}
```