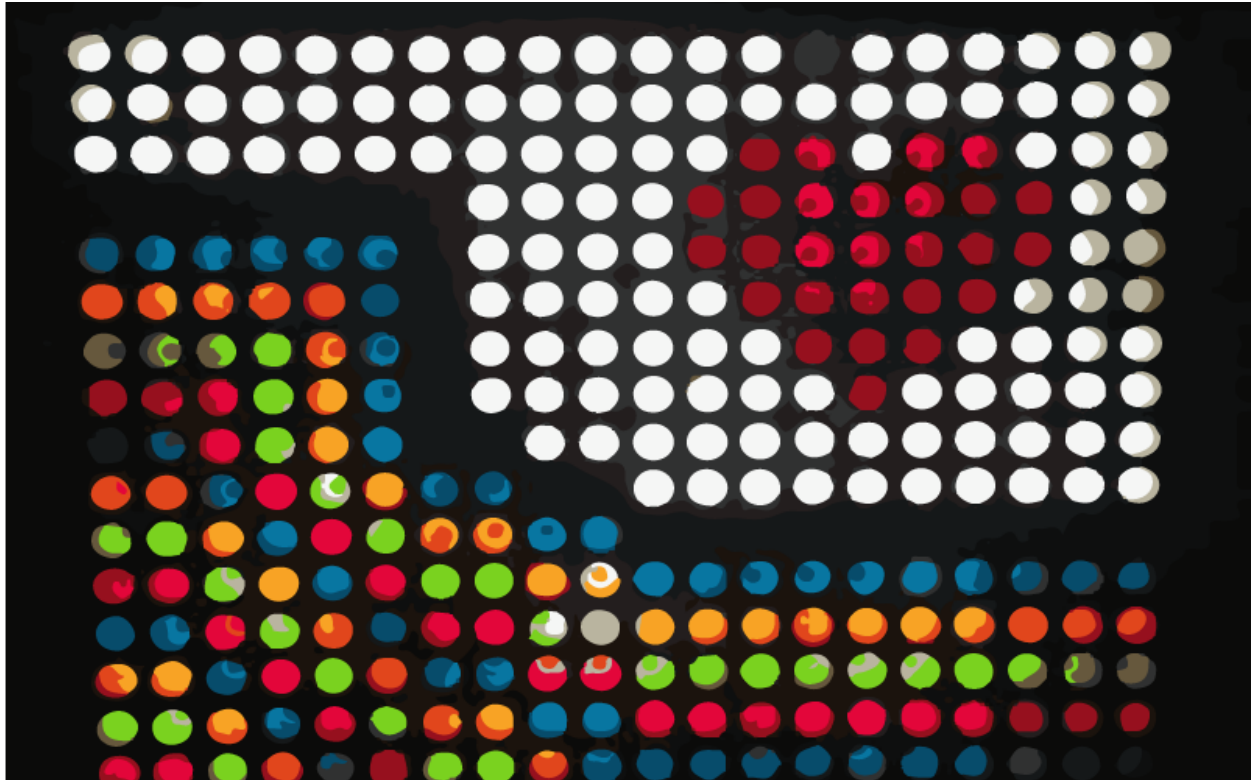


This is an INDIVIDUAL assignment. The goal is to create a simple ui to play litebrite. [Litebrite \(外部サイトにリンクしています。\)](#) is game of a array of spaces that can be filled with colored lights to create art

Sample image



Lite-Brite allows the artist to create a glowing picture by placing multi-colored [translucent \(外部サイトにリンクしています。\)](#) [plastic \(外部サイトにリンクしています。\)](#) pegs through [opaque \(外部サイトにリンクしています。\)](#) [black \(外部サイトにリンクしています。\)](#) [paper \(外部サイトにリンクしています。\)](#). ^[4] [Using a standard lightbulb, the light is blocked by the black paper except where the pegs conduct the light. When lit, the pegs have an appearance similar to that of LEDs \(外部サイトにリンクしています。\)](#). Goal of the project is to simulate this in Java. The original lite-brite has a hexagonal pattern but to simplify we will use a regular rectangular pattern. Provide the user with a colorpicker (a quick tutorial [here \(外部サイトにリンクしています。\)](#)). Once they choose a color they can click on any grid and your code should color that grid with the chosen color. The user will be able to change colors and continue "drawing". Clicking on a colored grid should turn off the the color (remove the coloring/return the grid to black).

A starter code in JavaFx that uses CSS for styling is provided in github at <https://github.com/vranganasayee/CS151Fall2016> [\(外部サイトにリンクしています。\)](#) [\(外部サイトにリンクしています。\)](#)

A zip version has also been uploaded to Canvas [LiteBrite.zip](#) 

Please follow submission instructions already provided (zip file with proper naming and files etc).

Please use piazza for all questions

