Code it from scratch: Lights on!

W​rite a program that implements the functionality shown in the GIF below. As you click on each window of the house, the lights are switched on (and off again if you click twice).



There are lots of ways you could implement this functionality. The following approach is a good one.

* C​reate an array of objects for the windows with coordinates, size and colour values.
* I​n the mousePressed function, check if a click is in a window.
* I​f the click is in a window then call a light switch function that takes the window object as a parameter.
* T​he light switch function switches the colour values of the object to either yellow or black.