

## Programming Assignment Lesson 12: Event Driven Programming

**Program Problem:** A GUI that responds to mouse clicks by the user is responsive to actions from the user.

**Write:** Write a program that displays a rectangle. You can point the mouse inside the rectangle and drag the rectangle wherever the mouse goes. The mouse point becomes the center of the rectangle. *\*Note – dragging the mouse means to move with the mouse pressed.*

**Documentation:** You must use a readable, logical, and coherent set of style and formatting rules. You are to stick to the "structured approach" in programming. Be sure to comment your code in addition to the required header. Each submission must have a block comment area that includes: Your first and last name, program exercise title, program due date, and the program description.

**Submission Details:** All submissions are electronic. When you turn in a programming assignment, you must send me a compilable and correctly working copy of the assigned program source code. I will, at my discretion, compile and run (on my own test input) the programs you submit electronically. This is a part of my grading procedure. Your program must work. That means it must compile correctly, run according to specifications, and give correct results. Generally, a program that works will receive at least 40-50 percent of full credit. The rubric used for scoring is visible to you so please review it before you submit your assignment. Submit your source file not a link to an online compiler, text file, or executable file. Save your java file <lastnameRectangle.java>.

**For full credit, your program must also meet the following criteria:**

- Good design, including good algorithms.
- Good form, including documentation, and readability.
- Adequate testing, especially the testing of data boundaries and special cases.

**You need to do a good job on all the criteria to receive an "A" on your program.**