GUI - Paint Editor

**Purpose**

This lab was designed to introduce and demonstrate how build a GUI.

**Description**

Build a paint editor similar to the one below. Currently left click is green and right click is drawing in red. Use mouseDragged to and draw by connecting a series of small lines.

Basic requirements:

It must be able to draw/paint(does not have to be resizable)

Use decomposition - no method should do too much work

Comments :)

Proper code styling/guidelines

Radio Buttons or sliders for different stroke sizes(more than one way works)

An assortment of colors to choose from

3 features of your own

**Program Shell**

create your own

**Sample Execution**

    

 