GUI – Polygon

**Purpose**

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

**Description**

Write a program that lets the user draw polygons. As the user clicks a sequence of points, count them and store their x- and y-coordinates. These points will be the vertices of the polygon. All drawing should be done in the paintComponent() method. Take advantage of the Graphics 2D class.

**Program Shell**

create your own

**Sample Execution**



