GUI – Stamp Tracker

**Purpose**

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

**Description**

Write a program that lets the user draw rectangles and ovals at the position of the mouse when it is clicked. Then add a MouseMotionListener that draws them when the mouse is held down. Use the left mouse button for one and the right for the other shape.

**Program Shell**

create your own

**Sample Execution**



