GUI – Repeated Shapes

**Purpose**

This lab was designed to introduce and demonstrate how to draw on a JPanel based on a user’s response.

**Description**

Create the images below by using loops and control statements to draw shapes based on the user’s selection. Ask the user for the type in main prior to creating the graphics. Either pass the answer to the constructor or make a static variable.

**Program Shell**

Create your own.

**Sample Execution**

Output:

