**ICS 201 – Introduction to Computing II**

**Lab # 15 – Event-Driven Programming**

**Objectives:**

In this lab, the following topic will be covered:

1. Event-Driven Programming

**Exercises**

Write a program that displays a circle of radius 10 pixels filled with a random color at a random location on a pane. When you click the circle, it disappears, and a new random color circle is displayed at another random location.