// COSC 1320 Summer 2015

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// Programming Assignment 2

// This is my own work; I will not post

package programmingassignment2;

import java.awt.Color;

import java.awt.event.ActionEvent;

import javax.swing.JPanel;

import java.awt.Graphics;

public class LightBulb extends JPanel{

private int centerX = 0;

private int centerY = 0;

private int width = 100;

private int height = 100;

private String flag = "Open";

LightBulb(){

super();

}

//@Override

public void paint(Graphics g){

if(flag.equals("Open")){

g.setColor(Color.LIGHT\_GRAY);

} else {

g.setColor(Color.YELLOW);

}

g.fillOval(centerX, centerY, width, height);

}

public void flipState(ActionEvent e){

flag = e.getActionCommand();

repaint();

}

public int getWidth(){

return width;

}

public int getHeight(){

return height;

}

}