



Computer Engineering Department
Object Oriented Programming (10636212)

Final Online Assignment 2

10/05/2020

Duration (2 Hours)

In this assignment you have to write a **complete java program** for a simple paint program as shown in the figure.

Your application should include the following:

1. A panel where the user can draw using the mouse
2. A combo box to select the shape between the following:
 - a. Line.
 - b. Rectangle
 - c. Oval
3. A combo box to select the basic stock size from (1,2,3,4, and 5)
4. A check box (**Filled**), to set whether the closed shapes should be filled or not.
5. A button (**Color**), which can be used to select the shape color. (You should use JColorChooser).
 - a. Note: when you select a new color you should also change the background color of the button.
6. A button (Undo) to erase the last change done to the panel.
 - a. You should implement multiple undo, where the user can undo multiple steps.
7. A menu bar that consists of the a single menu (**File**) with two menu items
 - a. **New**: to create a new drawing area (Reset everything to the initial state)
 - b. **Exit**: to exit the paint program.

Note:

- *You have to implement all the necessary listeners.*

