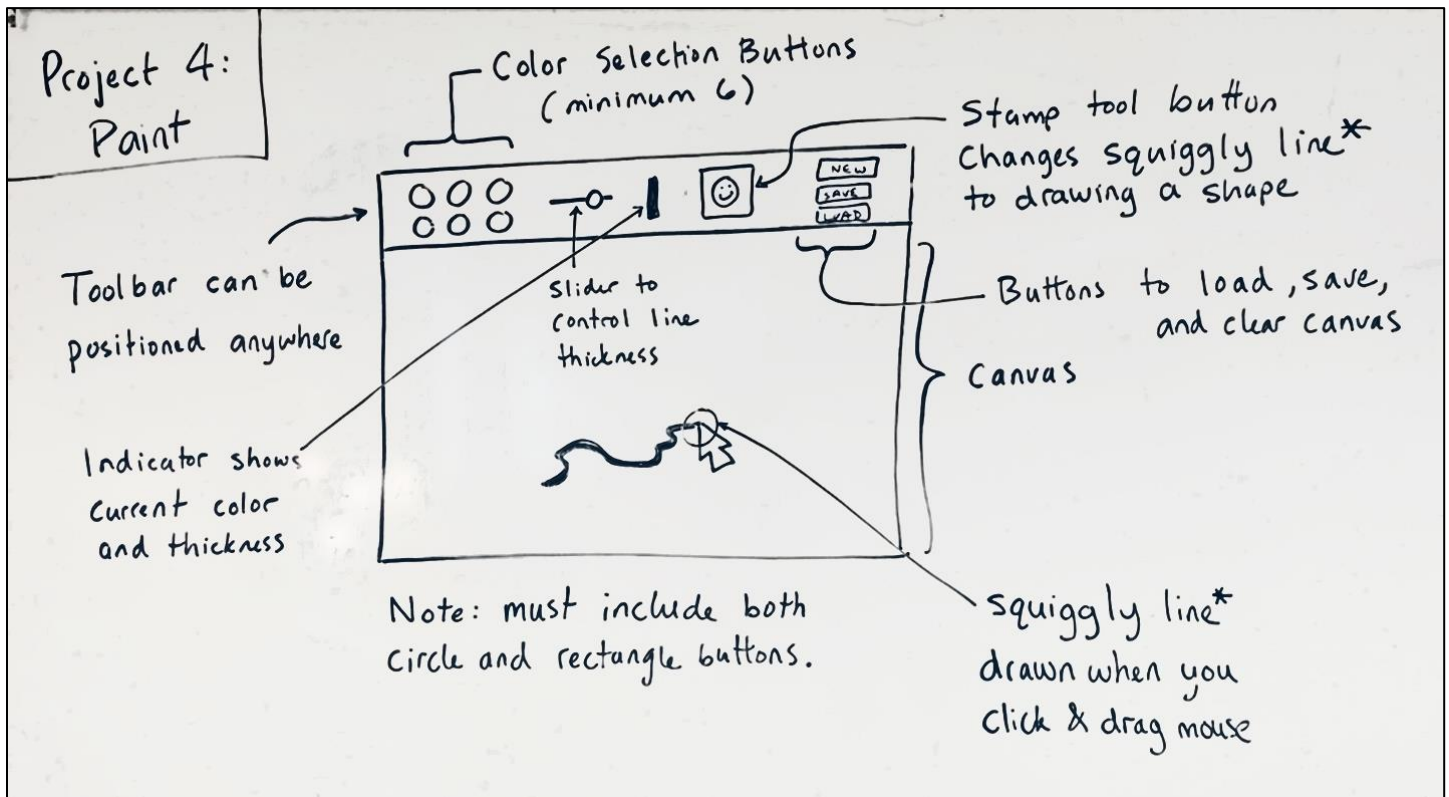


Project #4: Paint App

In this project, you will be using the videos from the Graphic User Interface (Lesson 5A- 5J+) to create a simple Paint app that will allow the user to draw pictures with their mouse. This project will be due Monday Oct 5th at 11:59pm.

Here is quick visual overview of the Paint App, and there will also be a video introducing the project.



Required Features:

1. **Design Your Interface:** You can design your interface however you like! In my example above the tool bar is along the top, but you can position it however you want.
2. **Draw a Squiggly Line:** Make a "Canvas" region that you can draw squiggly lines on when you click and drag the mouse.
3. **Color Buttons:** Make at least 6 color buttons that change the color of the squiggly when you click on them. All Buttons should be Tactile, or visually change when you mouse over them to show they can be interacted with.
4. **Thickness Slider:** Make a slider that controls the stroke weight of the squiggly line and the size of the stamp. Your slider should be Tactile, or visually change when you mouse over it.
5. **Indicator:** Make a shape that changes color and thickness as you click on color buttons and move the thickness slider. The Indicator's color and stroke weight should reflect the current selections.
6. **Stamp Tool:** Make a button that acts like a switch to change the mouse from drawing squiggly lines to stamping an image on the screen. This button should be Tactile and should visually indicate whether it is on or off (like in the video).
7. **New, Save, and Load:** New will clear the screen. Save and Load are optional, and there will be videos to show you how to do that.
8. Make sure there are **both Circle and Rectangle** buttons somewhere in your project.