

Functionality		Points
Undo button	button 2.5%	5
Clear button	button 2.5%	5
Selecting the shape to draw, a line, oval, or rectangle.( combo box)	combo box 3%	6
Specifying if the shape should be filled or unfilled.( checkbox )	checkbox 2.5%	5
Specifying whether to paint using a gradient.(checkbox )	checkbox 2.5%	5
Two JButtons that each show a JColorChooser dialog to allow the user to choose the first and second color in the gradient.	Two Jbuttons, each show a JColorChooser dialog 4%	8
JSpinner for entering the Stroke width.	JSpinner 2.5%	5
JSpinner for entering the Stroke dash length.	JSpinner 2.5%	5
Specifying whether to draw a dashed or solid line.( checkbox )	checkbox 2.5%	5
JPanel on which the shapes are drawn correctly. Correctly: means it is possible to draw the shape by pressing the mouse and then dragging the mouse in <u>any direction</u> to see the shape is drawn while dragging.	<p><u>Functionality of the drawing panel:</u></p> <ul style="list-style-type: none"> <li>-Undo the last shape drawn 6%</li> <li>-Clear all shapes from the drawing 6%</li> <li>-Uses the MyShapes hierarchy provided to draw the lines, rectangles and ovals. Draws in any direction. 20%</li> <li>If any Direction not working -5% (10 points)</li> <li>- Filled shapes 7.5%</li> <li>- Gradient coloring 10%</li> <li>- Dashed shapes with stroke width and dash length 10%</li> </ul>	12 12 40 15 20 20
Status bar JLabel at the bottom of the frame that displays the current location of the mouse on the draw panel.	10% (label 2.5%, Functionality: showing coordinates 7.5%)	20
Each drawn shape should have its own attributes. For instance, one shape can be filled, not dashed, while another one can be not filled and dashed and so on.	6%	12

