Goal: Add ability to draw ovals and circles.

1. Extend the drawing editor UML diagram (shown on the board) to include the ability to draw ovals and circles. (Hint: You probably need a separate tool to draw each kind of shape.)

2. Code the ability to add ovals to the diagram.

   a. Start by adding an OvalTool class. Make sure you can get the tool appearing in the drawing editor without doing anything when it is selected.

   b. Create an Oval class.

   c. Have the OvalTool class draw ovals.

3. Code the ability to add circles to the diagram.

   a. Start by adding a CircleTool class and make sure it appears in the drawing editor without doing anything when it is selected.

   b. Create a Circle class. Can you use the Oval class to help define the Circle class? How?

4. Draw the containment hierarchy of the application