Due Date: April 1st

Lab 07: Java Graphics

(Bonus lab)

In this lab, we'll be practicing what we learned about GUIs, and Mouse events. You will need to implement the following:

- A GUI with a drawing panel. We can click in this panel, and you will capture those clicks as a Point (see java.awt.Point) in a PointCollection class (you need to build this).
  - The points need to be represented by circles.

- Below the drawing panel, you will need 5 buttons:
  - An input button to register your mouse to the drawing panel.
  - A show button to paint the points in your collection on the drawing panel.
  - A button to shift all the points to the left by 50 pixels.
    - The x position of the points is not allowed to go below zero.
  - Another button to shift all the points to the right 50 pixels.
    - The x position of the points cannot go further than the

You can implement this GUI in any way you choose. I suggest using the BorderLayout for a panel containing the buttons, and a GridLayout to hold the drawing panel and button panels.

Regardless of how you choose to implement this though, you'll essentially need to create a single public subclass of JFrame, and then create inner classes for the drawing and button panels, then add action listeners for the various buttons.

Grading Criteria:

Style/submission guidelines: https://gmierzwinski.github.io/bishops/cs321/style_guidelines.html

Comments, Formatting, & Readability	**5 Marks**
Submission Guidelines	**5 Marks**
Program	**30 Marks**
Total	**40 Marks**