Introduction to Programming

with Java

Class: **LocationChangingSquare.java**

Score: ⭐ ⭐ ⭐ (Medium)

Description:

Write a graphics program that creates a Square, 100 pixels on each side and then displays it in the center of the window. Then, animate the program so that the square changes to a new random location, within the application window's width and height, once a second.

Sample Run: