COMP 130 - Introduction to Programming with Java

Class: SimplePaint.java

In this question we will write a simplified version of the classic Paint application. The user will be presented with a blank canvas. Below the canvas we have a JButton "Clear" to clear the screen, two JSliders to set the width and height of a shape (between 1 and 50), two JComboBoxes to choose the shape (GRect or GOval), and color (Red, Green, or Blue), and a JCheckBox to indicate whether the shape should be filled. After making the appropriate selections the user can click anywhere on the canvas and a shape with the chosen properties should be drawn at that location.

Sample Run: