Paint Program (5x45 mins)

PURPOSE: Practice using interfaces. Each item that the user can create on the canvas must implement a DRAWABLE interface.

DESCRIPTION: Create a basic paint program similar to microsoft paint.

* You should have a Drawable interface and all of your drawable objects should implement that interface
* A functioning draw program with 3 modes (line/circle/square), undo key and clear screen key  +90
* Implement additional features (eg redo, buttons, colors, stamp shapes etc) for more credit.

NOTES:

* As a class discussed the list of necessary classes (including a Paint Program class that would store/manage all of the shapes already drawn to the screen)
* Discussed why it was necessary to store/remember previously created shapes in order to undo/redo and how the draw() function plays into that.
* Discussed how to store all Drawable objects in one list and interact with them in the same way
* Discussed the idea of being in a “mode” in the program eg “line drawing mode” vs “circle drawing mode” vs the undo action (causes a one-time event to occur rather than changing a mode).