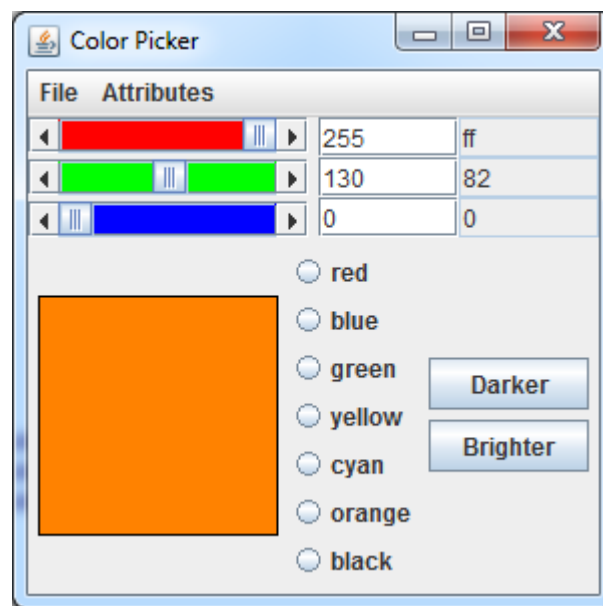## Assignment 1: AWT / Swing / FX: Color-Picker

Write a Java program which allows choosing a color. The red, green and blue parts of the color have to be adjustable over scrollbars (AWT: `Scrollbar`; Swing: `JScrollBar`), and the color has to be displayed in a rectangular field.

In addition, the red, green and blue parts of the color have to be displayed as integer numbers in a text field, for example in hexadecimal notation (`Integer.toString(n, 16).toUpperCase()`) or as a decimal value in the range 0..255; for the sake of simplicity, these numbers can be displayed as non-editable.

Define a menu which can be used to terminate the application and a menu on which pre-defined colors (gray, pink, yellow, etc) can be set.

The application could look like this:

Along with the program code, hand in a description of your solution as well as a UML class diagram. This class diagram should not only contain your classes (implementations of *Frame*/*JFrame* and canvas extensions) but also those which are defined in the AWT/Swing packages (such as `Button`/`JButton`, `Menu`/`JMenu`, `Scrollbar`/`JScrollBar` etc.). In addition to the inheritance relationships, the associations and their cardinalities are of particular interest.

If you prefer, you can also implement this simple editor using JavaFX.

Deadline: September 25, 2018