```java
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/* Code for COMP102 - 2024T3, Assignment 2
 * Name:
 * Username:
 * ID:
 */

import ecs100.*;
import java.awt.Color;
import javax.swing.JColorChooser;

/** CORE: Three Stripe Flag Drawer: draw tricolour flags */
public class ThreeStripeFlagDrawer{

    //Constants for CORE  (three stripe flags)
    public static final double FLAG_WIDTH = 200;
    public static final double FLAG_HEIGHT = 133;

    /**
     * Asks user for a position and three colours, then calls the
     * drawTriColorFlag method, passing the appropriate arguments
     */
    public void drawFlags(){
        double left = UI.askDouble("Left of flag");
        double top = UI.askDouble("Top of flag");
        UI.println("Choose the colours");
        Color stripe1 = JColorChooser.showDialog(null, "First Stripe", Color.white);
        Color stripe2 = JColorChooser.showDialog(null, "Second Stripe", Color.white);
        Color stripe3 = JColorChooser.showDialog(null, "Third Stripe", Color.white);
        this.drawThreeStripeFlag(stripe1,stripe2,stripe3,left,top);
    }

    /**   CORE
     * draws a three colour flag at the given position consisting of
     * three equal size stripes of the given colors
     * The stripes are horizontal
     * The size of the flag is specified by the constants FLAG_WIDTH and FLAG_HEIGHT
     */
    public void drawThreeStripeFlag(Color stripe1,Color stripe2, Color stripe3,double left,double
 top ){
        /*# YOUR CODE HERE */
        double width = 350;
        double high = width * 2/3;
        UI.setColor(stripe1);
        UI.fillRect(left,top,width,high/3);
        UI.setColor(stripe2);
        UI.fillRect(left,top + high/3,width,high/3);
        UI.setColor(stripe3);
        UI.fillRect(left,top+high *2/3,width,high/3);


    }

    /**
     * Setup the GUI with buttons
     */
    public void setupGUI(){
        UI.initialise();
        UI.addButton("Clear", UI::clearPanes );
        UI.addButton("Flags", this::drawFlags );
        UI.addButton("Quit", UI::quit );
    }

    /**
     * Create object and call setupGUI on it
     */
```

```java
    public static void main(String[] args){
        ThreeStripeFlagDrawer tsf = new ThreeStripeFlagDrawer ();
        tsf.setupGUI();
    }

}
```