**Java**

**Array of Squares**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**You should already have a Square class.**

This should contain a method that takes a Square as a parameter, and returns true if

this and the parameter are overlapping.

You should also be able to display the Square on the screen and move it.

**Now create a program that contains an array of Squares.**

Your job is to make any Square that overlaps another Square turn red.

The Squares should go back to their original colors as soon as they are not

overlapping anymore.

This should work for an array of any size.

You DO NOT have to make every Square in the array move to test the program.