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| **LAB221 Assignment** | **Type:** | **Short Assignment** |
| **Code:** | **J2.S.P0203** |
| **LOC:** | **50** |
| **Slot(s):** | **1** |

**Title**

Move a Eye

**Background Context**

N/A

**Program Specifications**

Design a program that draws two eyes depending on whether the mouse cursor.

***Function details:***

Write a panel class called EyePanel (and any other classes you need, such as event listeners) to implement a panel that draws two eyes that look up, to the center, or down depending on whether the mouse cursor is above, inside, or below the eyes. The following three screenshots show the eyes in each of the three positions

***Expectation of User interface:***

The screen when the program startup should be as:









