Drawing Shapes Canvas

This was an individual project for a Java programming class in which we were instructed to create a drawing canvas, in which shapes can be drawn on, modified and deleted. There was a class to implement the GUI editor, which contained buttons to create either a rectangle, an oval or a line segment. The rectangle, oval, and line segment were each their own class that inherited from a shape class. There were also buttons on the GUI to move the shape, change its color, and move it to the foreground or background. Additionally, there was an exchange command, which was its own class, that when selected, could exchange the positions of any two shapes on the canvas.