Code Problem: Drawing Program

You're given the task of writing a simple console version of a drawing program. At this time, the functionality of the program is quite limited but this might change in the future. In a nutshell, the program should work as follows:

1. create a new canvas
2. start drawing on the canvas by issuing various commands
3. quit

At the moment, the program should support the following commands:

C w h   Should create a new canvas of width w and height h.

L x1 y1 x2 y2   Should create a new line from (x1,y1) to (x2,y2). Currently only horizontal or vertical lines are supported. Horizontal and vertical lines will be drawn using the 'x' character.

R x1 y1 x2 y2   Should create a new rectangle, whose upper left corner is (x1,y1) and lower right corner is (x2,y2). Horizontal and vertical lines will be drawn using the 'x' character.

B x y c   Should fill the entire area connected to (x,y) with "colour" c. The behaviour of this is the same as that of the "bucket fill" tool in paint programs.

Q   Should quit the program.

Sample I/O

Below is a sample run of the program. User input is prefixed with 'enter command'.

```
enter command: C 20 4
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|                    |
|                    |
|                    |
|                    |
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enter command: L 1 2 6 2
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|                    |
|xxxxxx              |
|                    |
|                    |
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enter command: L 6 3 6 4
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|                    |
|xxxxxx              |
|     x              |
|     x              |
----------------------

enter command: R 16 1 20 3
----------------------
|               xxxxx|
|xxxxxx         x   x|
|     x         xxxxx|
|     x              |
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enter command: B 10 3 o
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|ooooooooooooooooxxxxx|
|xxxxxxoooooooooox   x|
|      xoooooooooxxxxx|
|      xooooooooooooooo|
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enter command: Q
```