Assignment 3

# Overview

Classes:

* The existing AbstractFigure class was extended. The new functionality:
  + Inbuilt observer for figure listener (Add and remove)
  + Inbuilt observer for figure handlers (Add and get)
* A new abstract class AbstractDrawTool was introduced. The functionality:
  + Save the draw context and draw view
  + Provide an anchor point for the first click placing a new figure
  + Provide the name, icon and cursor of the draw tool
  + Handle all mouse related actions and pass them to the figure
  + Provide a non-implemented factory that creates the specific draw tool figure (Has th be implemented)

All draw tool related functionality is located in the abstract draw tool class, so new draw tools only have to implement the method createFigure(int x, int y) that serves as a factory for creating new figures.

## Further improvement

At the moment only one abstracted figure class exists and further abstraction to share common figure functionality is possible.

# Questions

* Is there a good way to avoid all this int/double casts? Is there a common AWT class that represents coordinates as int and double (so you can choose)?
* What is the proper way to protect the setBounds methods from doing the same action again? I am still not a 100% sure? Just compare the draw tool anchor with the new corner?