

- Problem Description

- Build a windows application (MFC framework preferred).
- Init the window with 4 graphic elements, each element has a value (1 to 4). It also should have other properties such as shape, color and size etc. Draw all elements in the window in a row with ascending order.
- User can insert elements into the row:
  - Insert to the beginning: new element's value = original first element's value – 1
  - Insert to the end: new element's value = original last element's value + 1
  - Insert to the middle: new element's value = average of the neighboring element's value
- User can delete elements of the row, all others remain the same
- The row should be auto aligned with equal space between each other

- Prototype Sample

