

A2: Picking a color

Run the `main` method in `ColorChooser.java`. This will pop up a window (Figure 2) asking you to pick a color. Click on the RGB tab and move the sliders to make different colors.

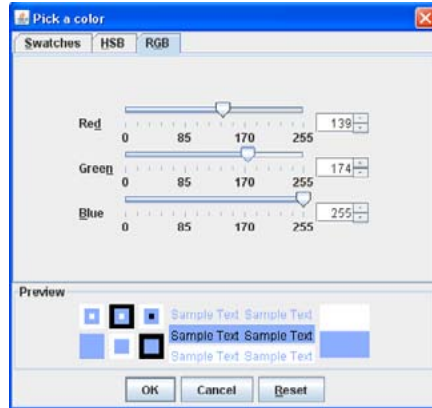


Figure 2: The Color Chooser (This is the version from Java 6.)

When you click the OK button, the red, green, and blue values for the color you picked will be displayed as shown below. The `Color` class has a `toString` method that displays the class name followed by the red, green, and blue values. The `toString` method is automatically called when you print an object.

```
java.awt.Color[r=139,g=174,b=255]
```

Java represents color using the `java.awt.Color` class. This is the *full name* for the `Color` class, which includes the *package* name of `java.awt` followed by a period and then the class name `Color`. Java groups related classes into *packages*. The *awt* stands for Abstract Windowing Toolkit, which is the package that contains the original Graphical User Interface (GUI) classes developed for Java. You can use just the short name for a class, like `Color`, as long as you include an import statement at the beginning of a class source file, as shown below. The `Picture` class contains the following import statement.

```
import java.awt.Color;
```

Use the `ColorChooser` class (run the `main` method) to answer the following questions.

Questions

1. How can you make pink?
2. How can you make yellow?
3. How can you make purple?
4. How can you make white?
5. How can you make dark gray?