**Object Oriented Programming in Java (Graded Lab 4)**

**Problem:**

1. Write a program using Swing that draws a fixed rectangle and rotates it anticlockwise with some fixed angle on a left key press and clockwise on a right key press.

2. Write a program using Swing that draws a fan (using fillArc method) and using rotates it anticlockwise with some fixed angle on a left key press and clockwise on a right key press.

**Structure:**

Package SNU.GUIUtil contains both 2 classes.

**Input:**

1. User is required to press the left or right keyboard key.

2. User is required to press the left or right keyboard key.

**Output:**

1. Program displays the rectangle and rotates it clockwise and anticlockwise on left or right key press.

2. Program displays the fan and rotates it clockwise and anticlockwise on left or right key press.