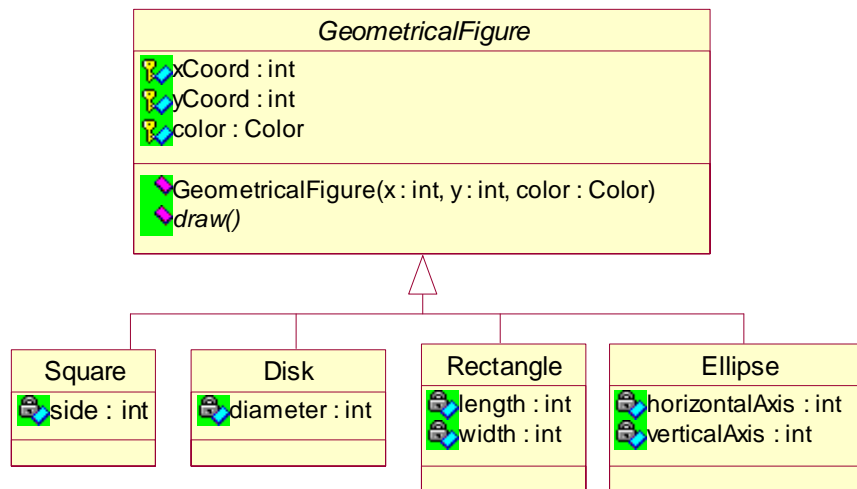
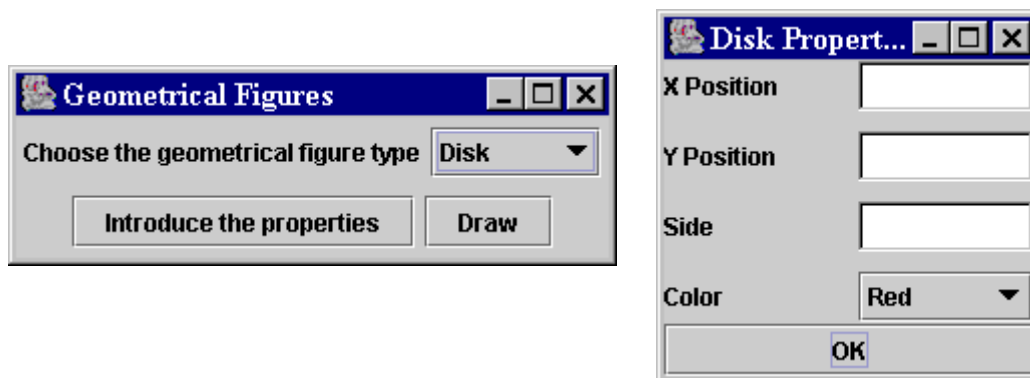


Problem 2

Write a program that draws some geometrical figures depending on a set of properties introduced by user. The program implements the following classes' hierarchy:



Furthermore, the program displays the following graphical interface (from the left):



If the user chooses disk or square, the program will display the above frame (from right) that allows inserting the following parameters: position of X and Y coordinates of the figure left corner, its side and the color which the figure will be filled (the user can select from: red, green, blue and pink). If the user chooses ellipse or rectangle, the program will display the same frame like previous, but its content will be modified introducing the text field: width and height. When the user presses the "OK" button, the program creates an object by one of the following types: Ellipse, Disk, Rectangle or Square, and the properties frame will be closed.

When the user presses the button called "Draw", the program displays a dialog frame that contains the chosen geometrical figure.

If the user clicks the button "Draw" and he didn't introduce the properties of the new figure, the program displays an input dialog frame with a message which contains the figure type (Hint. Use the static method `showInputDialog(String)` from the class `JOptionPane`). In this dialog frame, the user introduces the figure properties separated by `_`. For instance, the following format "XPosition_YPosition_Side_Color" is for disk.

Then the program displays the dialog frame that contains the chosen geometrical figure. Finally, the program stops when the user presses the closing button of the "Geometrical figure" frame.