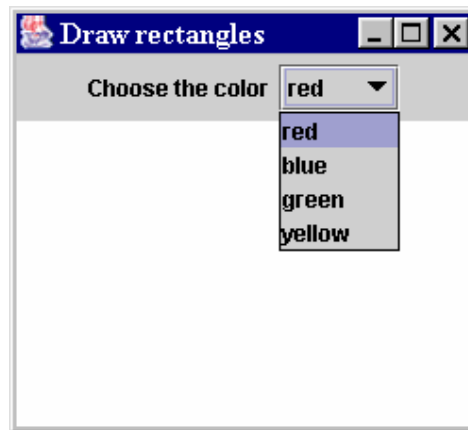


Lab7. Problem2. Event Handling. Adapter classes.

A. Write a program which displays the following frame:



This frame contains a label with the text "Choose the color", a dropdown list that contains four colors and a panel with white background.

B. Add events by MouseEvent type to the panel from the above frame, such that the user, using the mouse, can draw different rectangles filled with the color, previously chosen from the list.

In order to implement this requirement, you have to create a inner class MouseEventController which listen all the MouseEvent events thrown by the action of the mouse on the panel and which extends MouseAdapter class, in order to define the following methods:

```
public void mouseClicked(MouseEvent e){}
public void mouseReleased(MouseEvent e){}
```

The first method will be called when the user executes one click on the panel and the program will memorize the point' coordinates where the user done a click.

The second method will be called when the user released the mouse button and the program will compute the width and height of the future rectangle. Then the program will display this rectangle, like in the following figure:

