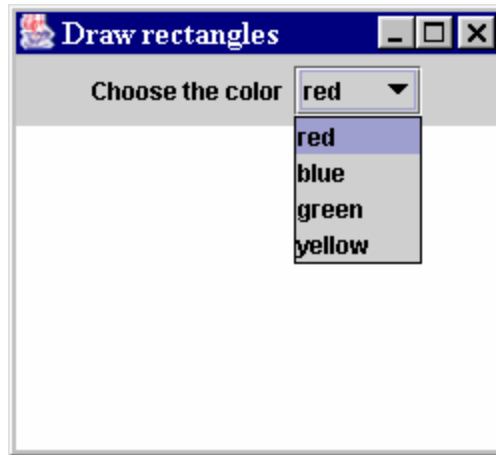


Lab 8. Problem 2.

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 the handling of MouseEvent events to the frame such that the user can draw rectangles filled of various colors chosen from the list by only clicking on the panel in the points she/he wants to draw the rectangles.

Use an inner class MouseEventController whose objects listen the MouseEvent events launched by the click of the mouse on the panel. MouseEventController extends MouseAdapter class, in order to override the following methods:

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

The first method is called when the user executes one click on the panel for recording the coordinates of the point where the user clicked.

The second method is called when the user releases the mouse button (probably in an other point than the point where she/he previously clicked) for defining the width and height of the rectangle to be drawn.

Example

If the chosen color is "blue" after the click and releasing of the mouse in two different points the program will display a blue rectangle like in the following figure:

