

*You will attach this as a cover sheet to your entire, stapled problem set. As usual, with programs you've typed in, include screenshots.*

1. Read Section 5.6 in your textbook. Write down a short list of the “Big Ideas” of this section.
2. Type in & run Example 5.2 (p. 184), including the `ColorPanel` portion on p. 185. Be sure to find your own image to use and to include the correct filename for this image.
3. Type in the partial listing for the `Circle` class starting at the bottom of p. 187. Then type in & run Example 5.3, and verify that the program works as advertised.
4. Type in & run Example 5.4 – remember that this program will need a simple `GUIWindow`-type program that can instantiate and place the `ColorPanel` in the `contentPane` of a `JFrame`.
5. Type in & run Example 5.5 that allows you to drag circles around. Again, this needs a `GUIWindow` to actually run (note this program has no `main()` method). **Then**, print out both programs and annotate them by hand with a pencil, explaining what each line is indenting to accomplish. Be careful not to use redundant language (that is, if the line is `private class PanelListener extends MouseAdapter`, don't say 'create a private class called `PanelListener` that extends `MouseAdapter`' – that's too simple.)
6. Work Project 5-7, which allows the user to specify how many images he/she would like to see.
7. Work Project 5-8, which defines and implements a `Rectangle` class.
8. Work Project 5-9, which creates an 8-by-8 grid of white panels, each of which changes color randomly when the user clicks in on it with the mouse.