The goal of this exercise is to practise the GUI design that you have studied in class.

You have just been accepted into Hogwarts, the premiere wizarding school in the western world. Your enroll in a class on Charms your first semester. Your assignment is to create a Java program for the Coloratura MouseClick Charm.

Your program should create an instance of the JFrame Class and attach and Oval object to the window. You may wish to use the `drawOval`, `fillOval`, and `drawRect` methods in the Graphics Class to implement this. All three methods take four arguments: x,y,width, and height. You should create Listeners to close the window, and to repaint the oval on a mouseclick charm. The color the oval changes and its new size should be a function of the position of the mouse when it was clicked.

From now on, you should start a file containing weekly reports on what you did each week for your project or report. For those of you doing a project, design your classes, and turn in a copy of the UML diagram of your classes. You are expected get the Model part of your application working by Nov 15. For those of you doing the report, prepare a writeup detailing the three angles you plan to address and how it relates to your paper topic. You are expected to turn in a list of references for your topic areas by Nov 15.