Create a class, MINInterior that produces a drawing that looks like the interior of a MINI Cooper as shown below. The MINInterior constructor should take as arguments the minSpeed, maxSpeed and currentSpeed. Use the drawOval, fillOval, and drawRect, fillRect methods. All four methods take four arguments: x,y,width, and height. Arrange for each circle to have the proper color. Have a method, getValueAtCoordinates that returns the speed value closest to a mouse coordinate.

Sample (abstract) solution: