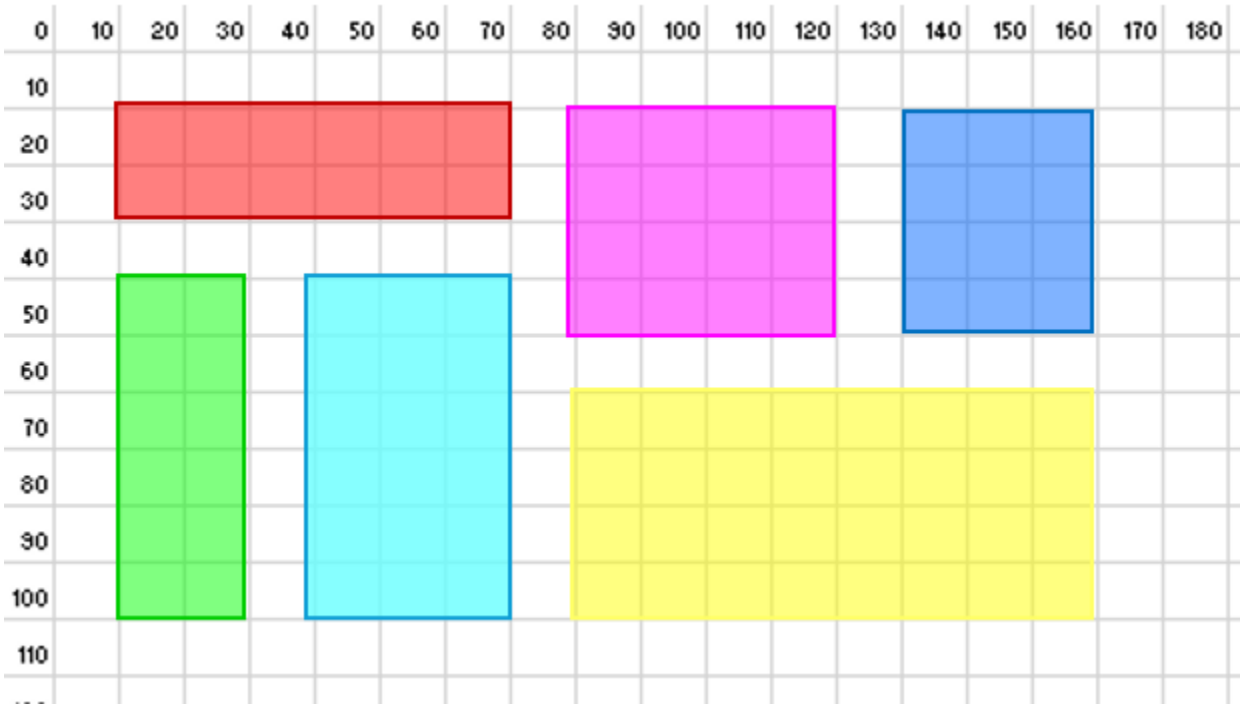
Click to Erase



I have completed the red button, you make the others.

1. Set up a variable for each button:

```
boolean redGone = false;
```

2. In mousePressed, turn off the buttons in an if statement.

```
//turn off the red button
if (x > 10 && y > 10 && x < 70 && y < 30)
{
    redGone = true;
}
```

3. In paint, draw the buttons on the screen, if they aren't gone.

```
//draw the red box, if visible
if (redGone == false)
{
    g.setColor (Color.red);
    g.fillRect (10, 10, 60, 20);
}
```

Starter Code

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;

public class Code3B_ClickToErase extends Applet implements MouseListener
{
    boolean redGone = false;

    public void mousePressed (MouseEvent e)
    {
        //get the x and y co-ordinates of the mouse
        int x = e.getX ();
        int y = e.getY ();

        //turn off the red button
        if (x > 10 && y > 10 && x < 70 && y < 30)
        {
            redGone = true;
        }

        repaint ();
    }

    public void paint (Graphics g) {
        //draw the red box, if visible
        if (redGone == false)
        {
            g.setColor (Color.red);
            g.fillRect (10, 10, 60, 20);
        }
    }

    //Other Methods needed for MouseListener ---------------------
    public void init ()  {   addMouseListener (this);   }
    public void mouseClicked (MouseEvent e) { }
    public void mouseEntered (MouseEvent e) { }
    public void mouseExited (MouseEvent e) { }
    public void mouseReleased (MouseEvent e) { }
    //End of other methods needed for MouseListener ---------------
}
```