Given the SketchPad applet presented in class (and available on my web page), add the ability to draw squares and ovals. There are several ways to do this. For example, the user could use a text field to enter the size of a shape. Or two successive clicks could define the extent of the shape. Or your applet could allow the user to actually drag a shape out like a “real” drawing program would. To do it this way, look up the `setXORMode` method in the Graphics class. Extra credit will be given for successful implementation of this method.

You will need to add three additional checkboxes to the applet to specify which “drawing mode” is currently in effect (rectangle, oval, or “pen”).

Be sure to include appropriate comments in your code and to test your applet completely before handing it in.

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Start early (or now) and have fun!