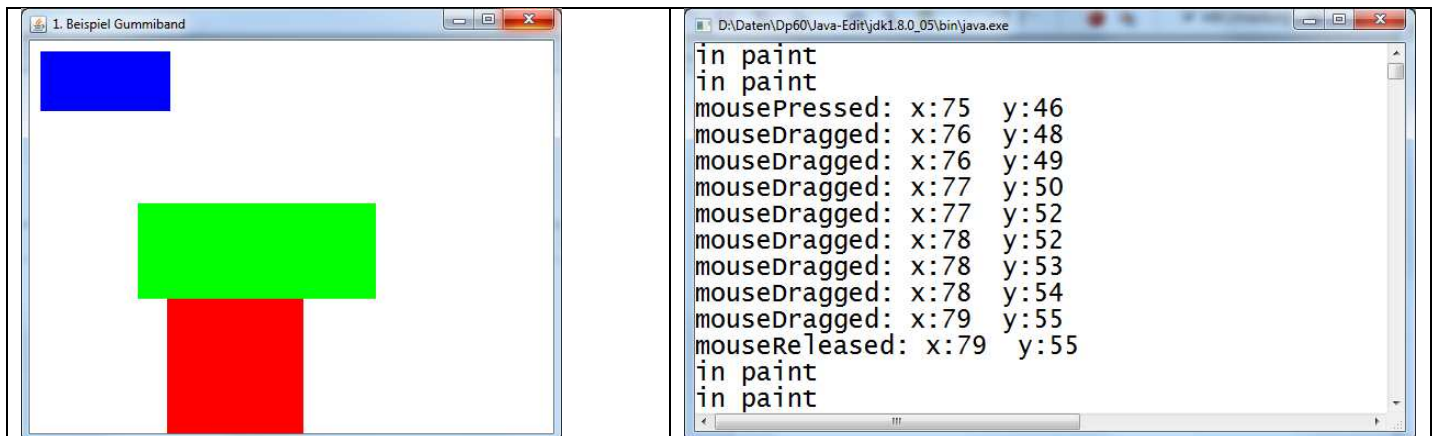


Gummiband1



```
class CCanvas extends JPanel {
```

```
    public CCanvas() {
```

```
        public void paint (Graphics g) {
```

```
            int x, y; // Mittelpunkt
```

```
            int w, h; // Breite Höhe
```

```
            g.setColor(Color.white);
```

```
            g.fillRect(0,0, getWidth(), getHeight() );
```

```
            System.out.println("in paint");
```

```
            g.setColor(Color.BLUE);
```

```
            g.fillRect(10,10,120,55);
```

```
            g.setColor(Color.RED);
```

```
            g.fillRect(127,200,126,199);
```

```
            g.setColor(Color.GREEN);
```

```
            g.fillRect(100,150,220,88);
```

```
        }
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

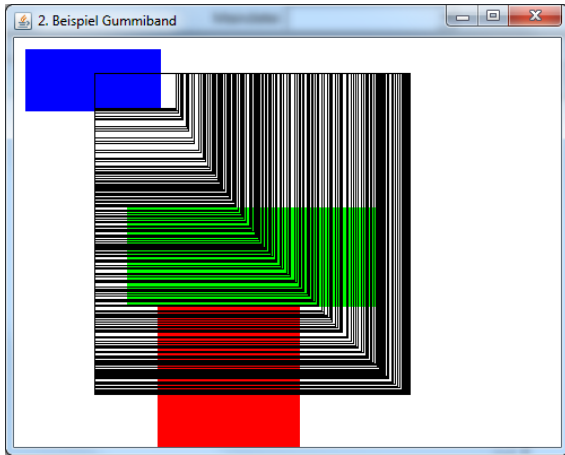
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

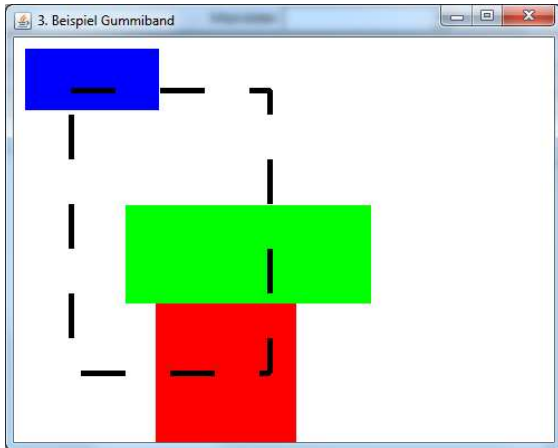
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

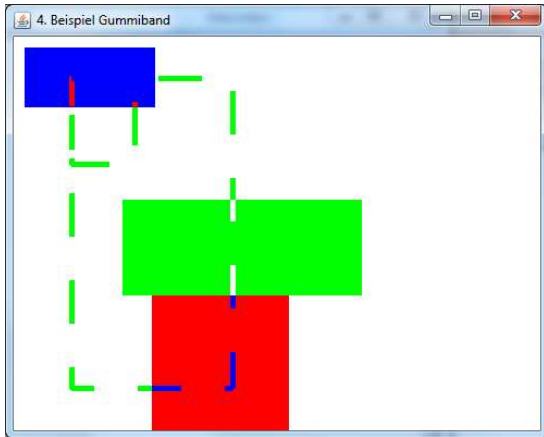
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```



```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

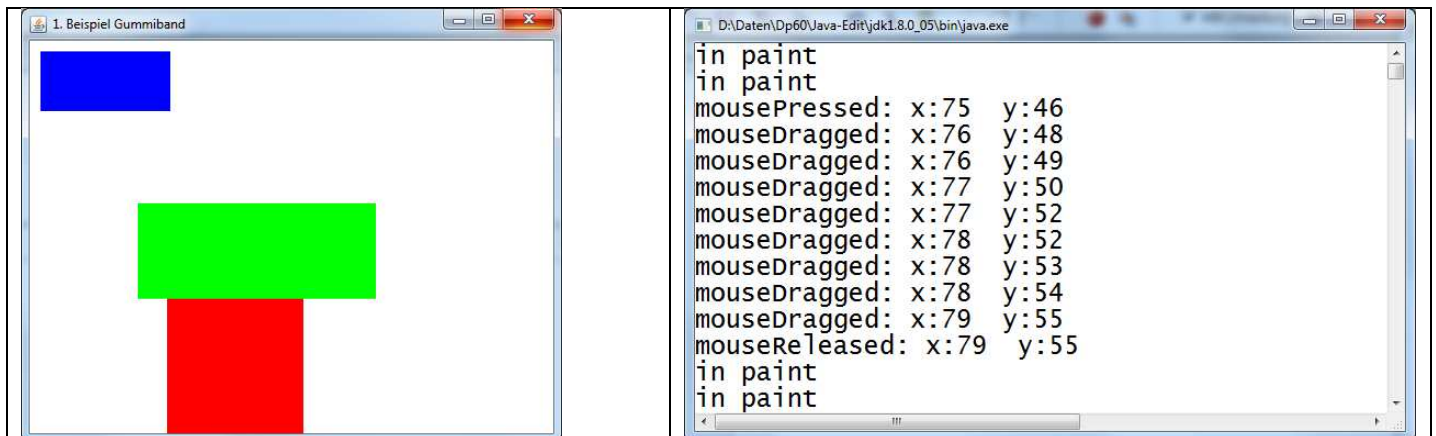
    move=false;

}

}

```

Gummiband1



class CCanvas extends JPanel {

public CCanvas() {

public void paint (Graphics g) {

int x, y; // Mittelpunkt

int w, h; // Breite Höhe

g.setColor(Color.white);

g.fillRect(0,0, getWidth(), getHeight());

System.out.println("in paint");

g.setColor(Color.BLUE);

g.fillRect(10,10,120,55);

g.setColor(Color.RED);

g.fillRect(127,200,126,199);

g.setColor(Color.GREEN);

g.fillRect(100,150,220,88);

}

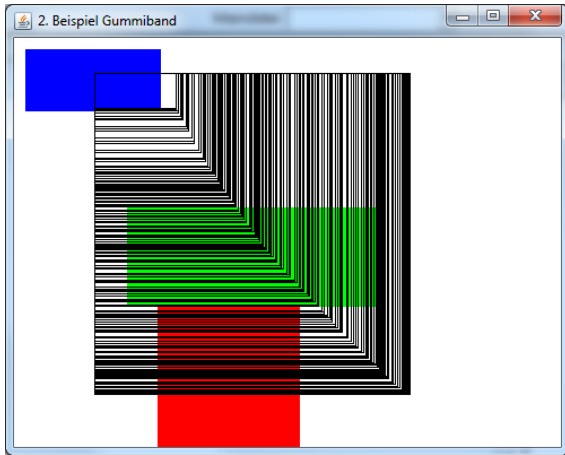
```
void this_mousePressed(MouseEvent e) {  
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());  
}
```

```
void this_mouseDragged(MouseEvent e) {  
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());  
}
```

```
void this_mouseReleased(MouseEvent e) {  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

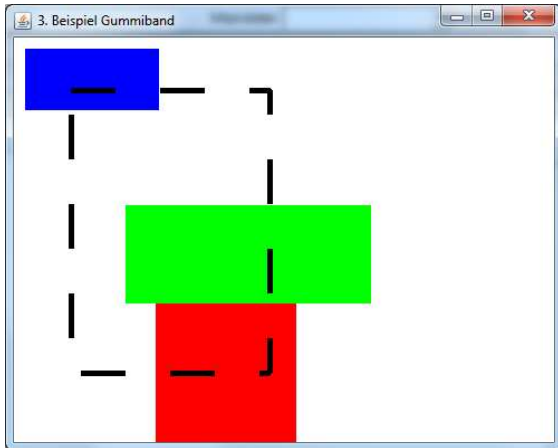
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    move=true;

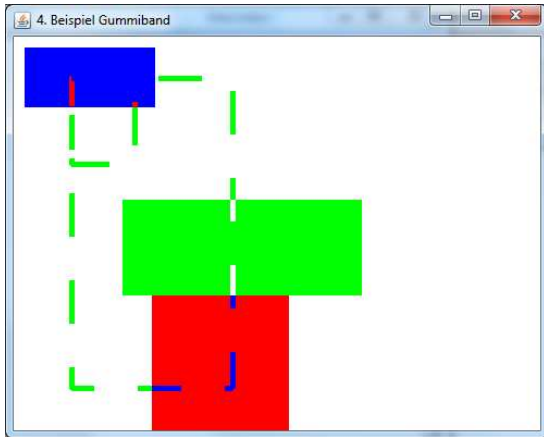
}

```



```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

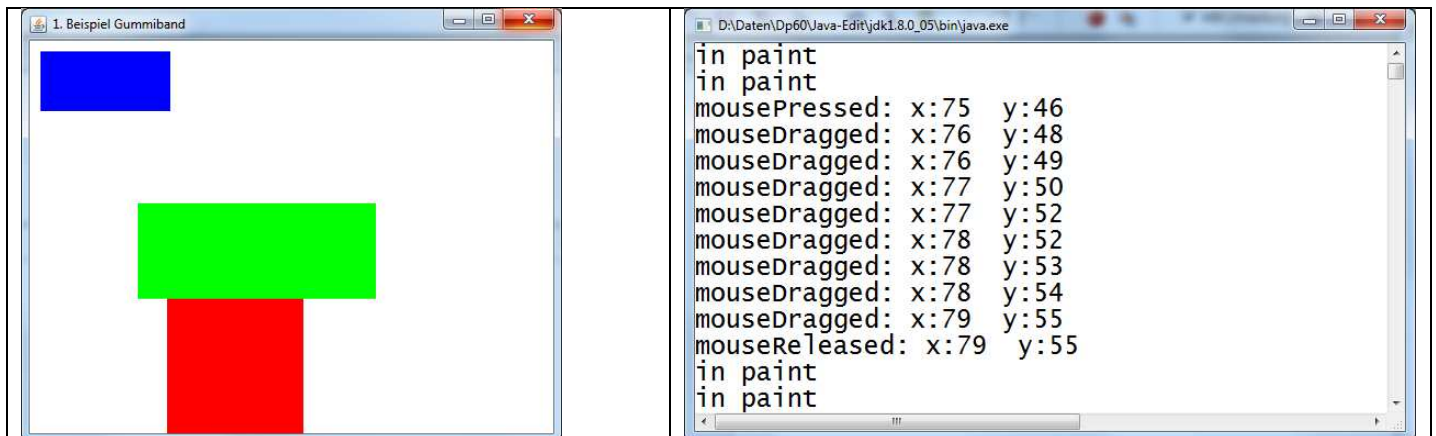
    move=false;

}

}

```

Gummiband1



class CCanvas extends JPanel {

public CCanvas() {

public void paint (Graphics g) {

int x, y; // Mittelpunkt

int w, h; // Breite Höhe

g.setColor(Color.white);

g.fillRect(0,0, getWidth(), getHeight());

System.out.println("in paint");

g.setColor(Color.BLUE);

g.fillRect(10,10,120,55);

g.setColor(Color.RED);

g.fillRect(127,200,126,199);

g.setColor(Color.GREEN);

g.fillRect(100,150,220,88);

}

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

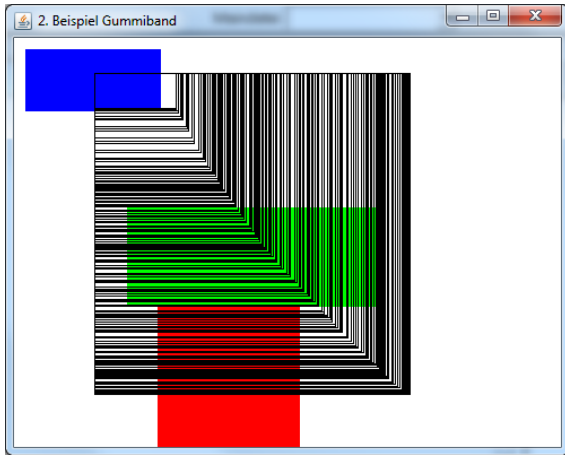
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

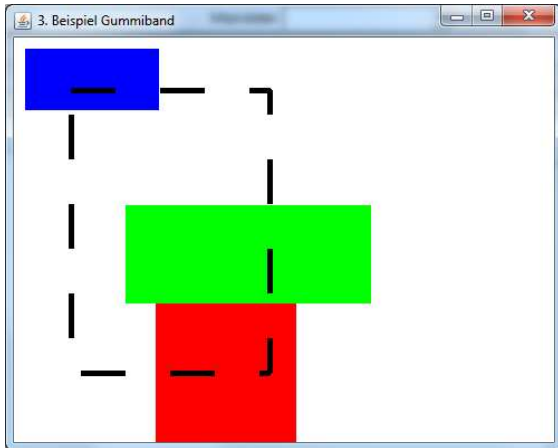
    move=false;

}

}

```


Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

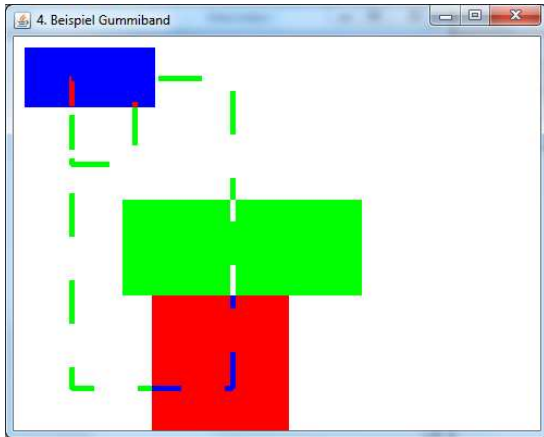
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

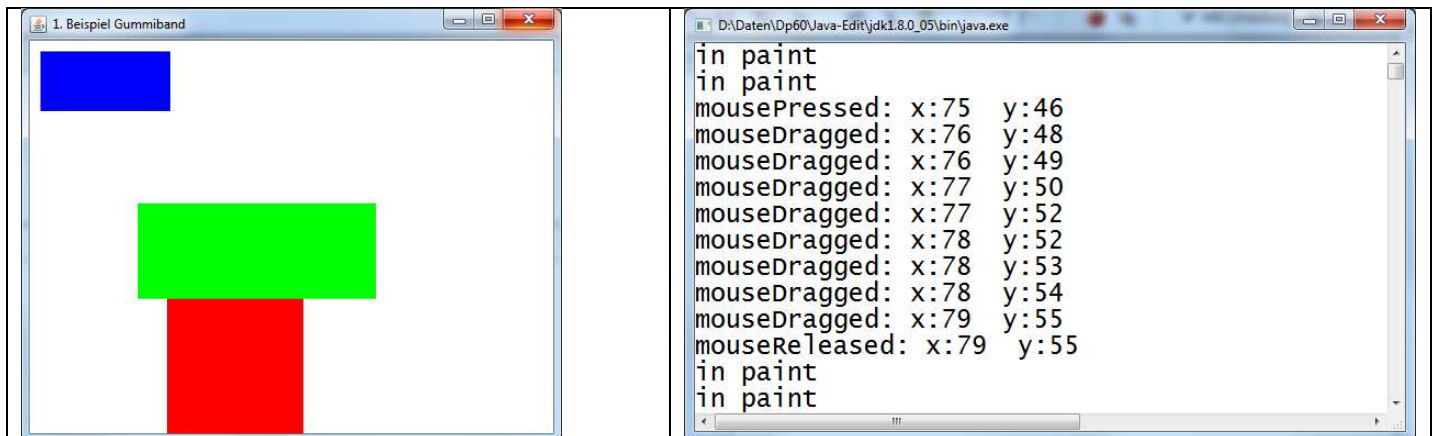
    move=false;

}

}

```

Gummiband1



```
class CCanvas extends JPanel {
```

```
    public CCanvas() {
```

```
        public void paint (Graphics g) {
```

```
            int x, y; // Mittelpunkt
```

```
            int w, h; // Breite Höhe
```

```
            g.setColor(Color.white);
```

```
            g.fillRect(0,0, getWidth(), getHeight() );
```

```
            System.out.println("in paint");
```

```
            g.setColor(Color.BLUE);
```

```
            g.fillRect(10,10,120,55);
```

```
            g.setColor(Color.RED);
```

```
            g.fillRect(127,200,126,199);
```

```
            g.setColor(Color.GREEN);
```

```
            g.fillRect(100,150,220,88);
```

```
        }
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

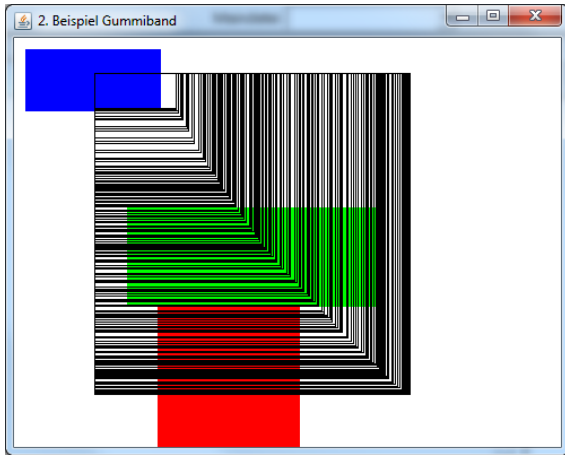
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```


Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

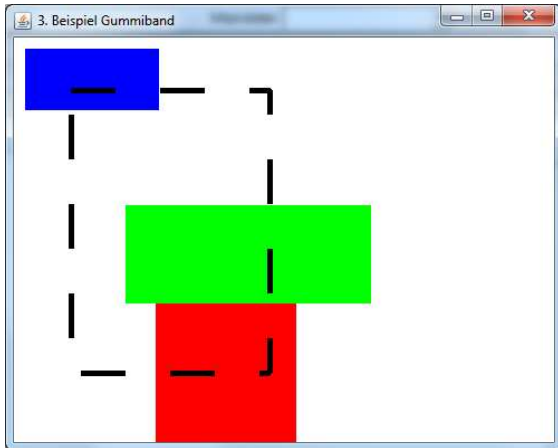
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

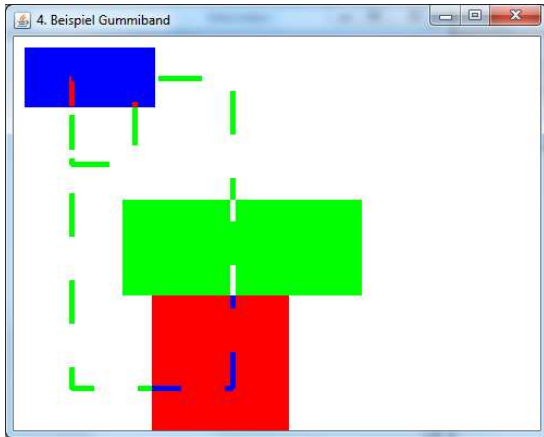
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

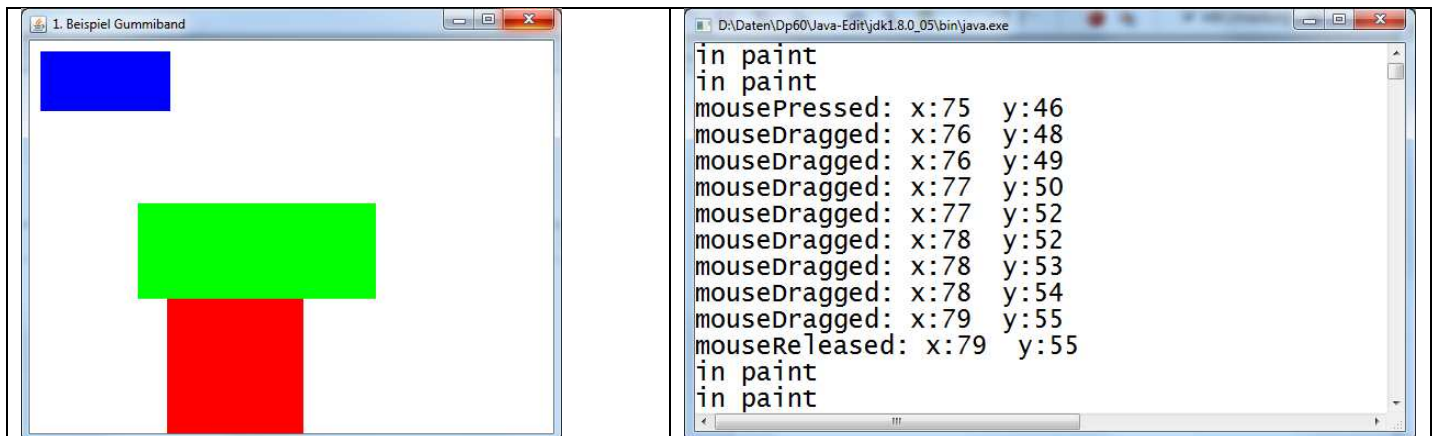
    move=false;

}

}

```


Gummiband1



class CCanvas extends JPanel {

public CCanvas() {

public void paint (Graphics g) {

int x, y; // Mittelpunkt

int w, h; // Breite Höhe

g.setColor(Color.white);

g.fillRect(0,0, getWidth(), getHeight());

System.out.println("in paint");

g.setColor(Color.BLUE);

g.fillRect(10,10,120,55);

g.setColor(Color.RED);

g.fillRect(127,200,126,199);

g.setColor(Color.GREEN);

g.fillRect(100,150,220,88);

}

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

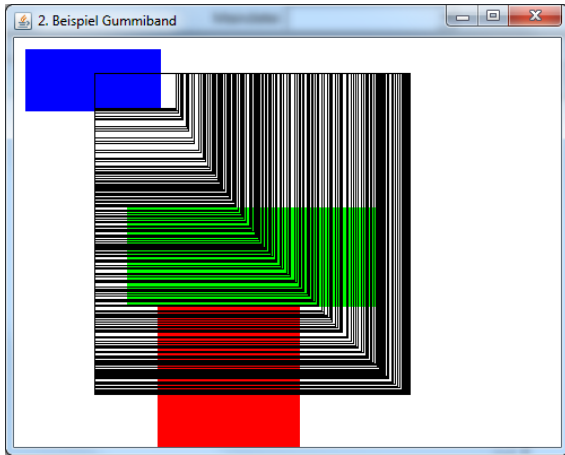
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

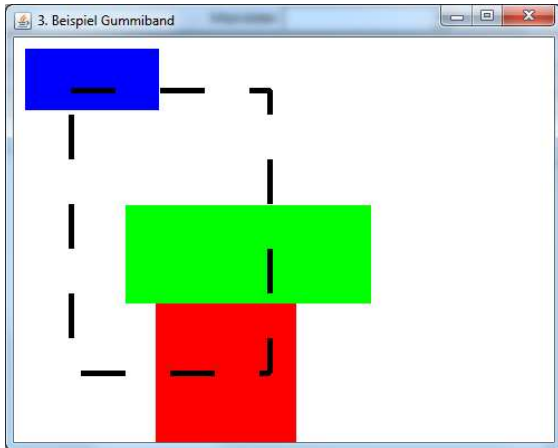
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

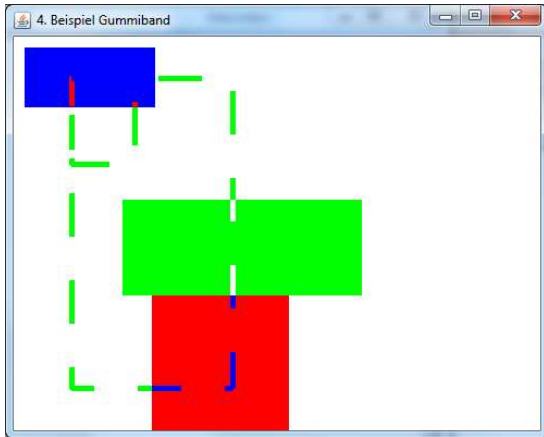
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```



```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

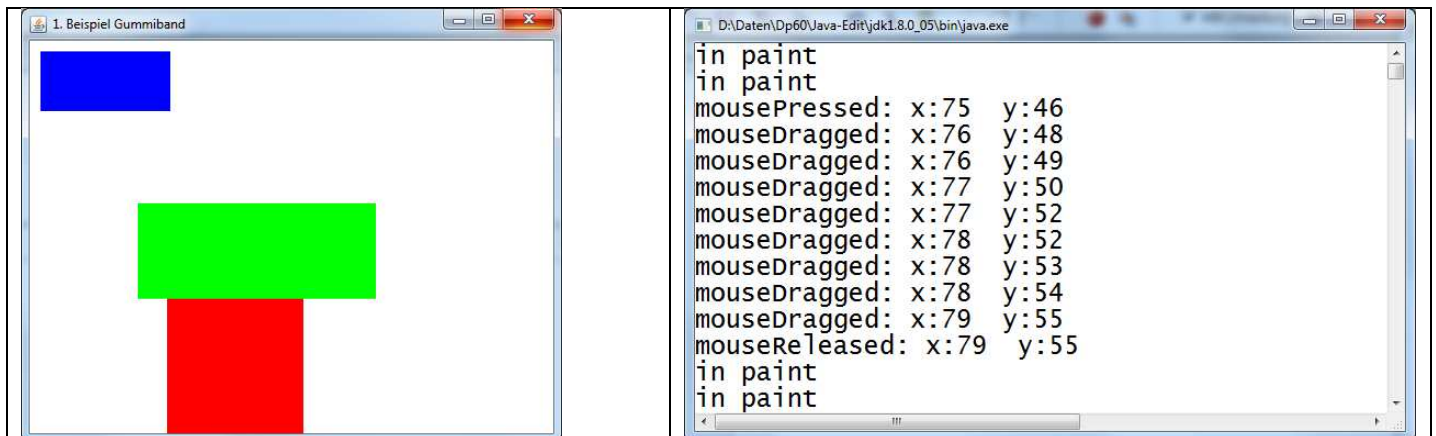
    move=false;

}

}

```

Gummiband1



```
class CCanvas extends JPanel {
```

```
    public CCanvas() {
```

```
        public void paint (Graphics g) {
```

```
            int x, y; // Mittelpunkt
```

```
            int w, h; // Breite Höhe
```

```
            g.setColor(Color.white);
```

```
            g.fillRect(0,0, getWidth(), getHeight() );
```

```
            System.out.println("in paint");
```

```
            g.setColor(Color.BLUE);
```

```
            g.fillRect(10,10,120,55);
```

```
            g.setColor(Color.RED);
```

```
            g.fillRect(127,200,126,199);
```

```
            g.setColor(Color.GREEN);
```

```
            g.fillRect(100,150,220,88);
```

```
        }
```

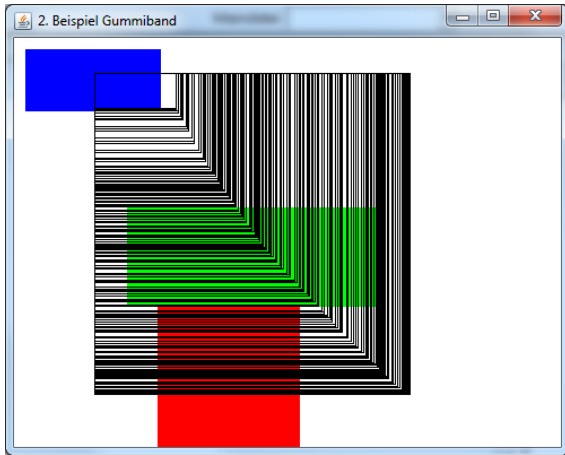
```
void this_mousePressed(MouseEvent e) {  
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());  
}
```

```
void this_mouseDragged(MouseEvent e) {  
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());  
}
```

```
void this_mouseReleased(MouseEvent e) {  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

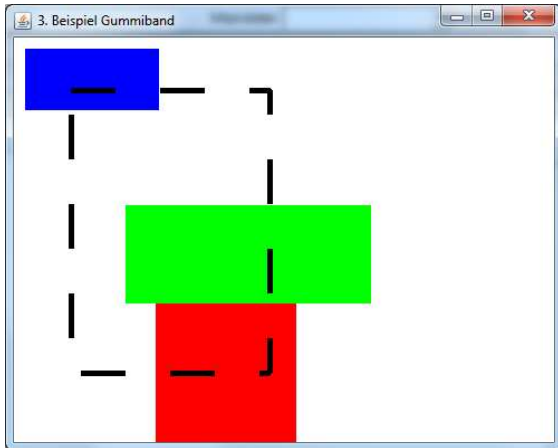
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    move=true;

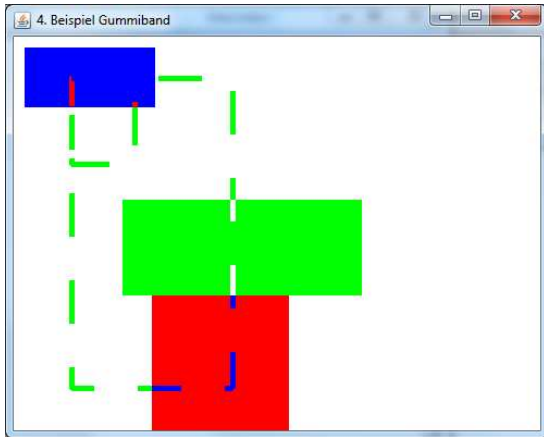
}

```



```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

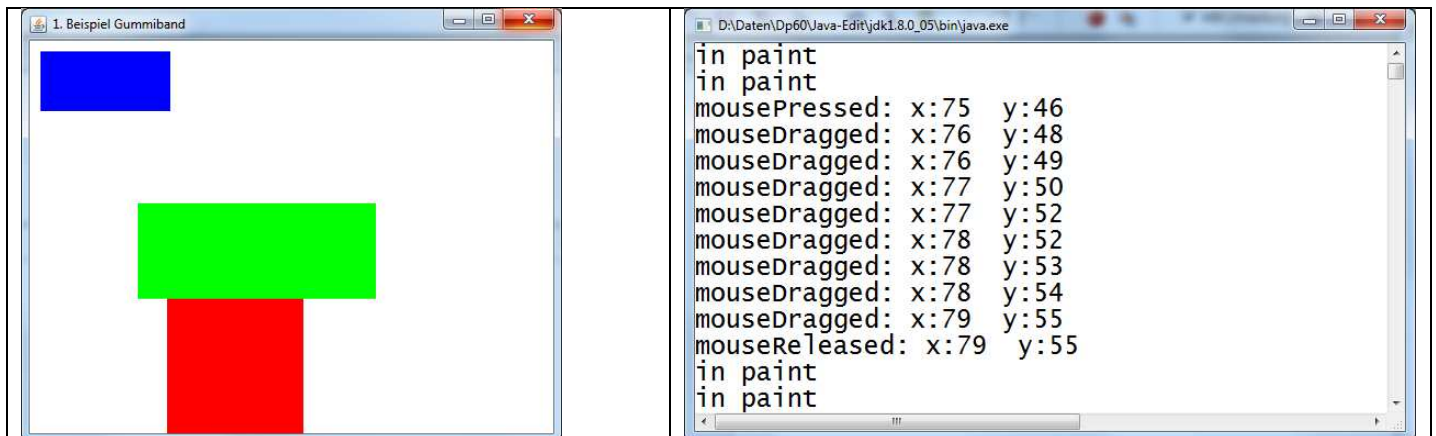
    move=false;

}

}

```

Gummiband1



```
class CCanvas extends JPanel {
```

```
    public CCanvas() {
```

```
        public void paint (Graphics g) {
```

```
            int x, y; // Mittelpunkt
```

```
            int w, h; // Breite Höhe
```

```
            g.setColor(Color.white);
```

```
            g.fillRect(0,0, getWidth(), getHeight() );
```

```
            System.out.println("in paint");
```

```
            g.setColor(Color.BLUE);
```

```
            g.fillRect(10,10,120,55);
```

```
            g.setColor(Color.RED);
```

```
            g.fillRect(127,200,126,199);
```

```
            g.setColor(Color.GREEN);
```

```
            g.fillRect(100,150,220,88);
```

```
        }
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

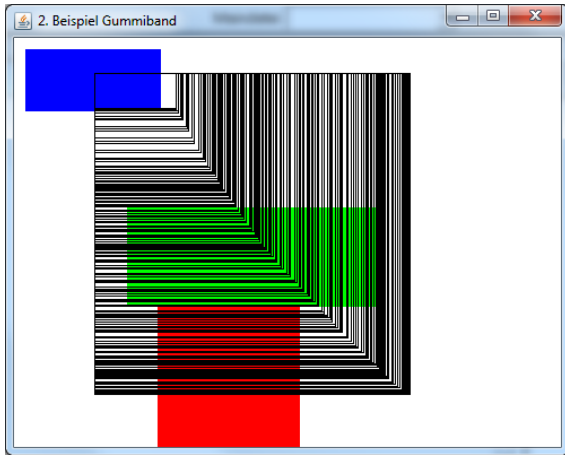
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

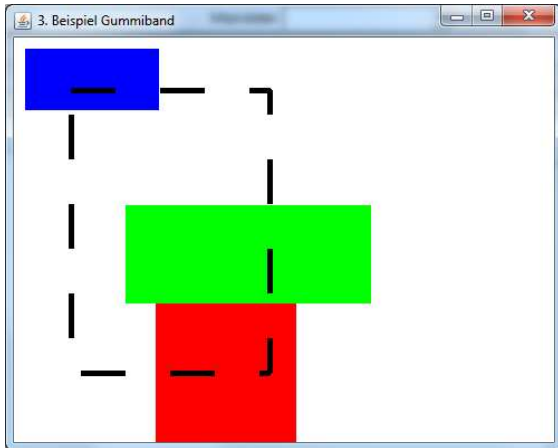
    move=false;

}

}

```


Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

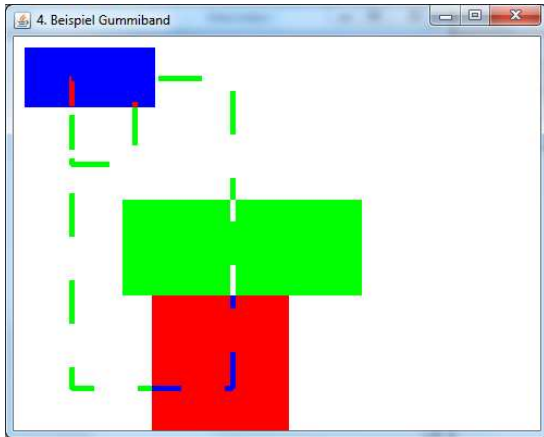
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

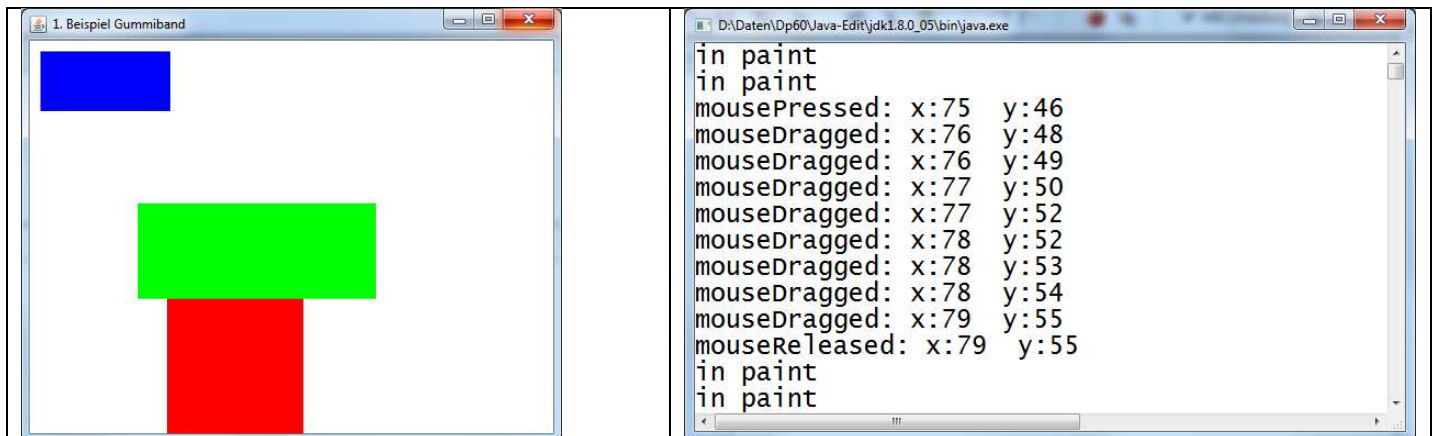
    move=false;

}

}

```

Gummiband1



class CCanvas extends JPanel {

public CCanvas() {

public void paint (Graphics g) {

int x, y; // Mittelpunkt

int w, h; // Breite Höhe

g.setColor(Color.white);

g.fillRect(0,0, getWidth(), getHeight());

System.out.println("in paint");

g.setColor(Color.BLUE);

g.fillRect(10,10,120,55);

g.setColor(Color.RED);

g.fillRect(127,200,126,199);

g.setColor(Color.GREEN);

g.fillRect(100,150,220,88);

}

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

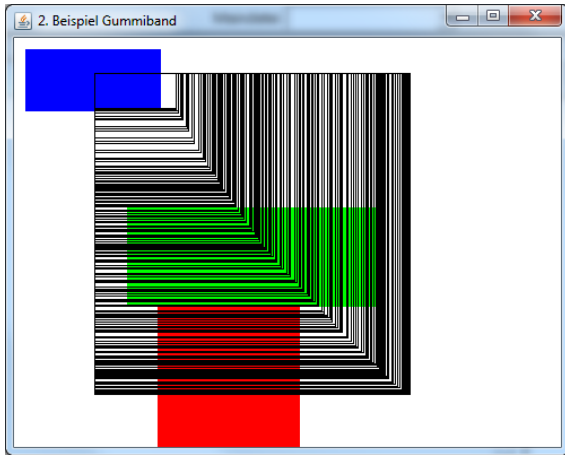
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```


Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

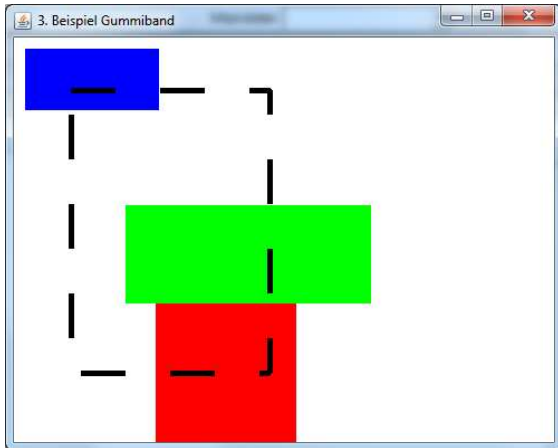
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

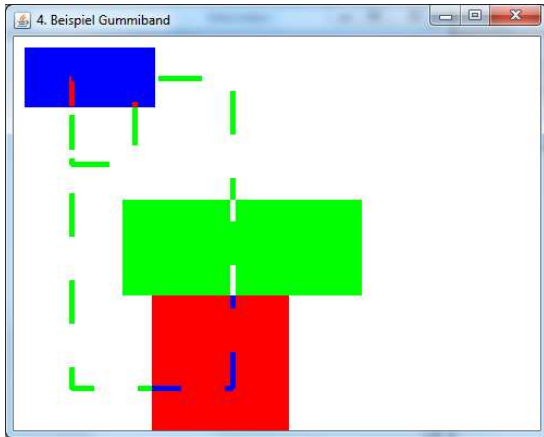
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

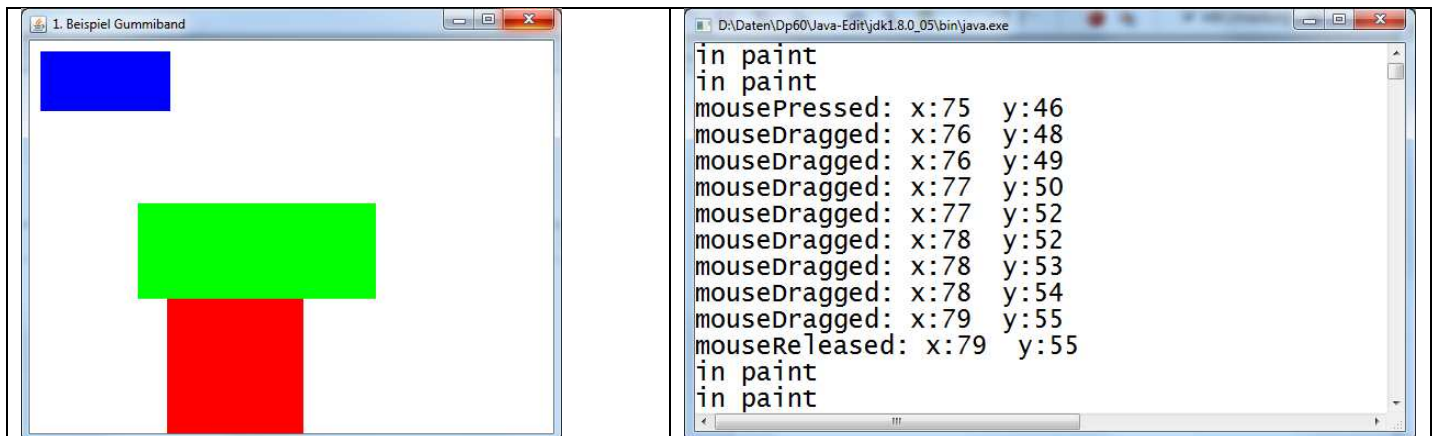
    move=false;

}

}

```


Gummiband1



```
class CCanvas extends JPanel {
```

```
    public CCanvas() {
```

```
        public void paint (Graphics g) {
```

```
            int x, y; // Mittelpunkt
```

```
            int w, h; // Breite Höhe
```

```
            g.setColor(Color.white);
```

```
            g.fillRect(0,0, getWidth(), getHeight() );
```

```
            System.out.println("in paint");
```

```
            g.setColor(Color.BLUE);
```

```
            g.fillRect(10,10,120,55);
```

```
            g.setColor(Color.RED);
```

```
            g.fillRect(127,200,126,199);
```

```
            g.setColor(Color.GREEN);
```

```
            g.fillRect(100,150,220,88);
```

```
        }
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

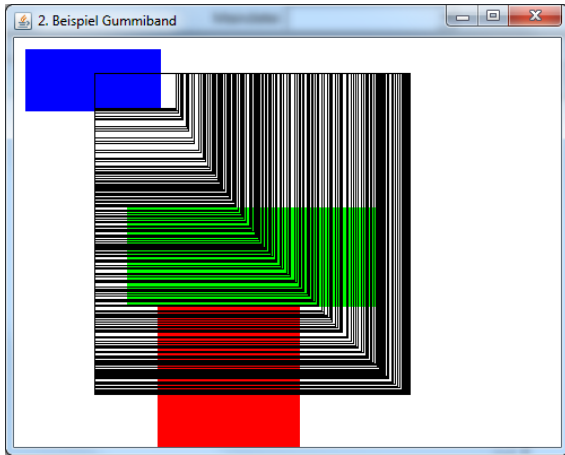
```
void this_mouseReleased(MouseEvent e) {
```

```
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());
```

```
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

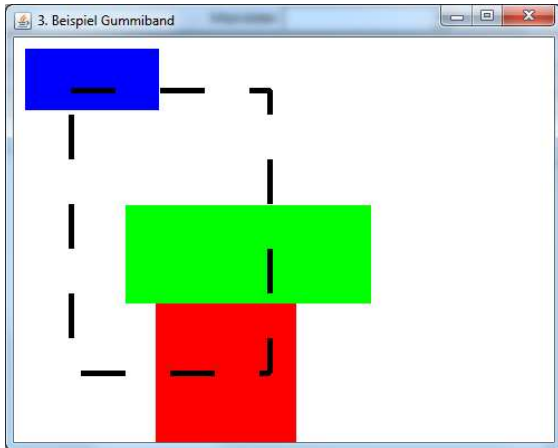
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

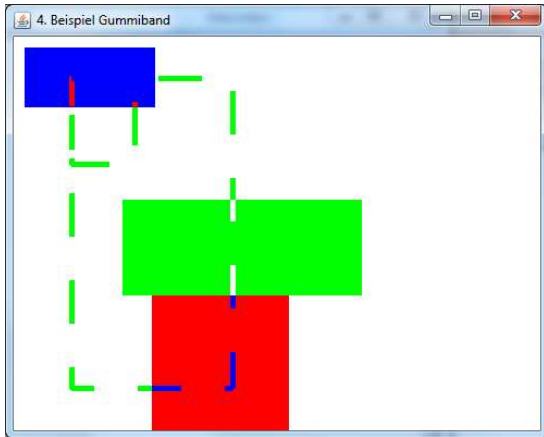
    move=true;

}

```

```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```



```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

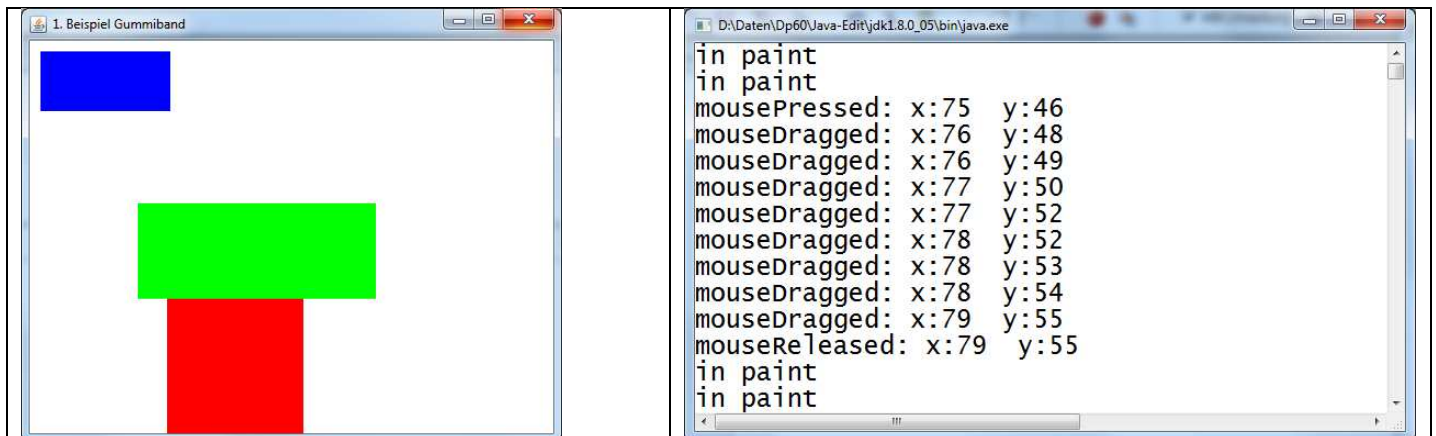
    move=false;

}

}

```

Gummiband1



```
class CCanvas extends JPanel {
```

```
    public CCanvas() {
```

```
        public void paint (Graphics g) {
```

```
            int x, y; // Mittelpunkt
```

```
            int w, h; // Breite Höhe
```

```
            g.setColor(Color.white);
```

```
            g.fillRect(0,0, getWidth(), getHeight() );
```

```
            System.out.println("in paint");
```

```
            g.setColor(Color.BLUE);
```

```
            g.fillRect(10,10,120,55);
```

```
            g.setColor(Color.RED);
```

```
            g.fillRect(127,200,126,199);
```

```
            g.setColor(Color.GREEN);
```

```
            g.fillRect(100,150,220,88);
```

```
        }
```

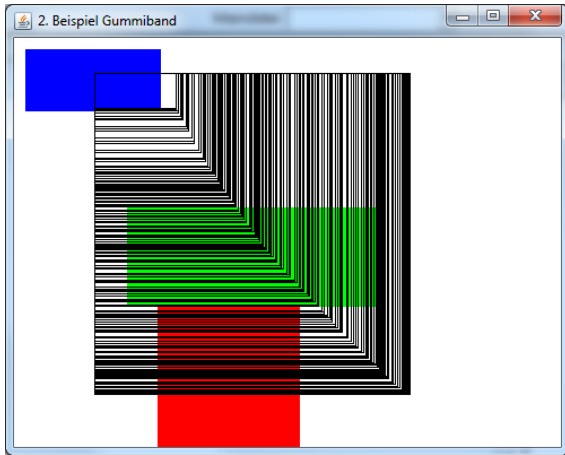
```
void this_mousePressed(MouseEvent e) {  
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());  
}
```

```
void this_mouseDragged(MouseEvent e) {  
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());  
}
```

```
void this_mouseReleased(MouseEvent e) {  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
}
```

```
}
```

Gummiband2



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    xStart=e.getX();

    yStart=e.getY();

}

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    g.setColor(Color.BLACK);

    if (move) {

        g.drawRect(xStart, yStart, xold, yold);

    }

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    // move=true;

}

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

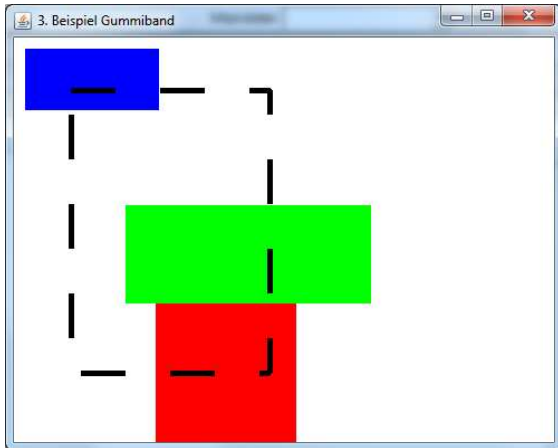
    move=false;

}

}

```

Gummiband3: Flackern



```
class CCanvas extends JPanel {
```

```
    private int xStart, yStart;
```

```
    private int xold, yold;
```

```
    private boolean move;
```

```
    public void paint (Graphics g) {
```

```
        int x, y; // Mittelpunkt
```

```
        int w, h; // Breite Höhe
```

```
        g.setColor(Color.white);
```

```
        g.fillRect(0,0, getWidth(), getHeight() );
```

```
        System.out.println("in paint");
```

```
        g.setColor(Color.BLUE);
```

```
        g.fillRect(10,10,120,55);
```

```
        g.setColor(Color.RED);
```

```
        g.fillRect(127,200,126,199);
```

```
        g.setColor(Color.GREEN);
```

```
        g.fillRect(100,150,220,88);
```

```
    }
```

```

void this_mousePressed(MouseEvent e) {

    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());

    move=false;

    Graphics g = this.getGraphics();

    xStart=e.getX();

    yStart=e.getY();

}

```

```

void this_mouseDragged(MouseEvent e) {

    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());

    Graphics g = this.getGraphics();

    Graphics2D g2 = (Graphics2D) g;

    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

    paint (g); // this.invalidate();

    g.setColor(Color.BLACK);

    g.drawRect(xStart, yStart, e.getX(), e.getY());

    xold=e.getX();

    yold=e.getY();

    move=true;

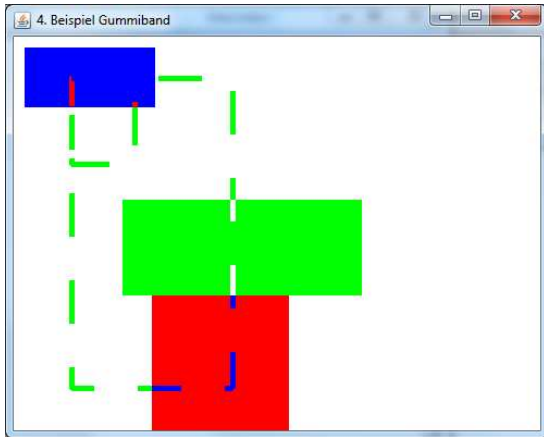
}

```



```
void this_mouseReleased(MouseEvent e) {  
  
    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());  
  
    move=false;  
  
    if (move) {  
  
        Graphics g = this.getGraphics();  
  
        paint (g);  
  
    }  
  
    move=false;  
  
}  
  
}
```

Gummiband4



```
class CCanvas extends JPanel {  
  
    private int xStart, yStart;  
  
    private int xold, yold;  
  
    private boolean move;  
  
  
    public void paint (Graphics g) {  
  
        int x, y; // Mittelpunkt  
  
        int w, h; // Breite Höhe  
  
        g.setColor(Color.white);  
  
        g.fillRect(0,0, getWidth(), getHeight() );  
  
        System.out.println("in paint");  
  
        g.setColor(Color.BLUE);  
  
        g.fillRect(10,10,120,55);  
  
  
        g.setColor(Color.RED);  
  
        g.fillRect(127,200,126,199);  
  
        g.setColor(Color.GREEN);  
  
        g.fillRect(100,150,220,88);  
  
    }  
}
```

```
void this_mousePressed(MouseEvent e) {
```

```
    System.out.println("mousePressed: x:" + e.getX()+" y:" + e.getY());
```

```
    move=false;
```

```
    Graphics g = this.getGraphics();
```

```
    xStart=e.getX();
```

```
    yStart=e.getY();
```

```
}
```

```
void this_mouseDragged(MouseEvent e) {
```

```
    System.out.println("mouseDragged: x:" + e.getX()+" y:" + e.getY());
```

```
    Graphics g = this.getGraphics();
```

```
    g.setColor(Color.BLACK);
```

```
    Graphics2D g2 = (Graphics2D) g;
```

```
    float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause
```

```
    g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );
```

```
    g.setXORMode(Color.MAGENTA);
```

```
    if (move) {
```

```
        g.drawRect(xStart, yStart, xold, yold);
```

```
    }
```

```
    g.drawRect(xStart, yStart, e.getX(), e.getY());
```

```
    g.setPaintMode();
```

```
    xold=e.getX();
```

```
    yold=e.getY();
```

```
    move=true;
```

```
}
```

```

void this_mouseReleased(MouseEvent e) {

    System.out.println("mouseReleased: x:" + e.getX()+" y:" + e.getY());

    if (move) {

        Graphics g = this.getGraphics();

        Graphics2D g2 = (Graphics2D) g;

        float [] dashes = {40.0f, 40.0f}; // Länge Strich , Pause

        g2.setStroke( new BasicStroke(5, BasicStroke.CAP_BUTT, BasicStroke.JOIN_MITER, 1.0f, dashes, 0.0f ) );

        g.setXORMode(Color.YELLOW);

        g.drawRect(xStart, yStart, xold, yold);

        g.setPaintMode();

    }

    move=false;

}

}

```