

(From last time) Go over the procedure for creating a component (like a JButton) and allowing it to react to user interaction.

Eg) What code needs to be written to create a button that when pressed changes the color of a drawing canvas to be X, where X could be a specific color, or a random color.

How do you write code to swap something?

for-each loop to do something with a collection of objects

```
for(InstanceOfElementInCollection name: referenceToTheCollection) {  
    //what do you want to do to each element of the collection  
}
```

How to create a collection

of ellipses:

```
java.util.LinkedList<Ellipse> myCoolCollection;  
myCoolCollection = new java.util.LinkedList<Ellipse> ();
```

How to add things to a collection

```
myCoolCollection.add(new Ellipse());
```

Given the collection of People stored in the variable here:

```
java.util.LinkedList<People> neatPeople;
```

Go through the collection and tell each of those people to goAway().

```
for(People p: neatPeople ) {  
    p.goAway();  
}
```