(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.

Write the code to declare a variable whose type is a collection.

Write the code to add something to a collection.

Write the code for a for-each loop to do something with a collection of objects.

Identify the parts of a for-each loop.

Make sure you understand the answers to the questions from Exam 3 – some of those questions may come back on this exam.