(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(OfTypeElementInCollection 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();
}