

```
public class MainFrame extends javax.swing.JFrame
{
    private Graphics g;
    private Point lastDragPosition;
    private Point mousePressedPosition;

    public MainFrame()
    {
        initComponents();
        g = getGraphics();
    }
    // Skipped: ... initComponents { ... }
    private void formMousePressed(java.awt.event.MouseEvent evt) { //GEN-FIRST:event_formMousePressed
        // point rouge
        Point p = evt.getPoint();
        g.setColor(Color.RED);
        g.drawLine(p.x, p.y, p.x, p.y);

        // cercle rouge
        g.drawOval(p.x - 3, p.y - 3, 6, 6);

        // la "dernière" position de dessin: initialisation
        lastDragPosition = evt.getPoint();

        // position du "press"
        mousePressedPosition = evt.getPoint();
    } //GEN-LAST:event_formMousePressed

    private void formMouseReleased(java.awt.event.MouseEvent evt) { //GEN-FIRST:event_formMouseReleased
        // point bleu
        Point p = evt.getPoint();
        g.setColor(Color.BLUE);
        g.drawLine(p.x, p.y, p.x, p.y);

        // cercle bleu
        g.drawOval(p.x - 3, p.y - 3, 6, 6);

        // dessiner de la position du "press" jusqu'ici (position "release")
        g.setColor(Color.RED);
        g.drawLine(p.x, p.y, mousePressedPosition.x, mousePressedPosition.y);
    } //GEN-LAST:event_formMouseReleased

    private void formMouseDragged(java.awt.event.MouseEvent evt) { //GEN-FIRST:event_formMouseDragged
        // point noir
        Point p = evt.getPoint();
        g.setColor(Color.BLACK);
        g.drawLine(p.x, p.y, lastDragPosition.x, lastDragPosition.y);

        // se souvenir du dernier point dessiné
        lastDragPosition = evt.getPoint();
    } //GEN-LAST:event_formMouseDragged

    private void formMouseMoved(java.awt.event.MouseEvent evt) { //GEN-FIRST:event_formMouseMoved
        // point vert
        Point p = evt.getPoint();
        g.setColor(Color.GREEN);
        g.drawLine(p.x, p.y, p.x, p.y);
    } //GEN-LAST:event_formMouseMoved
    // Skipped: ... Look & Feel
    // Variables declaration - do not modify //GEN-BEGIN:variables
    // End of variables declaration //GEN-END:variables
}
```