Write a program that creates five graphics windows and draws something in each of them, for example you can have a square drawn in the first one, a triangle drawn in the second one, a text displayed in the third one, a circle drawn in the fourth one, and an oval in the last one.

Then, after a mouse click (in any of the windows – choose which one and stay with it) the pictures change their locations, for example, triangle travels to the fifth window, a square travels to the fourth window, text travels to the first window, a circle goes to the second window and oval goes to the third window. Then, after another mouse click (in the same window, the one you picked), all windows are closed and the program is terminated.