

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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## Drawing Program - A Basic Shape

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```
1  using SplashKitSDK;
2
3
4  namespace ShapeDrawer
5  {
6      public class Program
7      {
8          public static void Main()
9          {
10              Window window = new("Shape Drawer", 800, 600);
11              Shape myShape = new Shape();
12
13              do
14              {
15                  SplashKit.ProcessEvents();
16                  SplashKit.ClearScreen();
17                  Point2D pt = SplashKit.MousePosition();
18
19
20                  if (SplashKit.MouseClicked(MouseButton.LeftButton))
21                  {
22                      myShape.X = SplashKit.MouseX();
23                      myShape.Y = SplashKit.MouseY();
24                  }
25
26                  if(myShape.IsAt(SplashKit.MousePosition()))
27                  {
28                      if(SplashKit.KeyDown(KeyCode.SpaceKey))
29                      {
30                          myShape.Color = Color.RandomRGB(255);
31                      }
32                  }
33
34                  myShape.Draw();
35
36                  SplashKit.RefreshScreen();
37              } while (!window.CloseRequested);
38          }
39      }
40  }
41
```

```
1  using SplashKitSDK;
2
3  namespace ShapeDrawer
4  {
5      public class Shape
6      {
7
8          private Color _color;
9          private float _x;
10         private float _y;
11         private int _width;
12         private int _height;
13
14         public Shape()
15         {
16             Color = Color.Green;
17             X = 0;
18             Y = 0;
19             Width = 100;
20             Height = 100;
21         }
22
23         public Color Color
24         {
25             get { return _color; }
26             set { _color = value; }
27         }
28
29         public float X
30         {
31             get { return _x; }
32             set { _x = value; }
33         }
34
35         public float Y
36         {
37             get { return _y; }
38             set { _y = value; }
39         }
40
41         public int Width
42         {
43             get { return _width; }
44             set { _width = value; }
45         }
46
47         public int Height
48         {
49             get { return _height; }
50             set { _height = value; }
51         }
52
53         public void Draw()
```

```
54     {
55         SplashKit.FillRectangle(_color, _x, _y, _width, _height);
56     }
57
58     public bool IsAt(Point2D pt)
59     {
60
61         if (_x < pt.X && pt.X < (_x + _width) && _y < pt.Y && pt.Y < (_y +
↪ _height))
62         {
63             return true;
64         }
65         else
66         {
67             return false;
68         }
69     }
70 }
71 }
```

