

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

2.3P - Drawing Program - A Basic Shape

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

```
1  using System;
2  using SplashKitSDK;
3
4  namespace ShapeDrawer
5  {
6
7      public class Shape {
8
9          private Color _color = Color.Green;
10
11         private float _x = 0;
12
13         private float _y = 0;
14
15         private int _width = 100;
16
17         private int _height = 100;
18
19         public Color Color { set{ _color = value;} get { return _color; } }
20         public float X { set { _x = value; } get { return _x; } }
21         public float Y { set { _y = value; } get { return _y; } }
22         public int Height { get { return _height; } }
23         public int Width { get { return _width; } }
24
25
26         public void Draw() {
27
28             SplashKit.FillRectangle(_color, _x, _y, _width, _height);
29         }
30
31         public bool IsAt(Point2D pt) {
32
33             if (pt.X > _x && pt.X < (_x + _width) && pt.Y > _y && pt.Y < (_y +
↪ _height)) {
34
35                 return true;
36
37             } else {
38
39                 return false;
40
41             }
42         }
43     }
44 }
```

