```csharp
1  using SplashKitSDK;
2  using System;
3  using System.Threading;
4
5  namespace ShapeDrawer
6  {
7      public class Program
8      {
9          public static void Main()
10         {
11             Window windown = new Window("Shape Drawer", 800, 600);
12             Shape myShape = new Shape(158);
13
14             do
15             {
16                 SplashKit.ProcessEvents();
17                 SplashKit.ClearScreen();
18
19                 myShape.Draw();
20
21                 SplashKit.RefreshScreen();
22
23
24
25                 if(SplashKit.MouseClicked(MouseButton.LeftButton))
26                 {
27                     myShape.X = SplashKit.MouseX();
28                     myShape.Y = SplashKit.MouseY();
29                     Console.WriteLine("clicked");
30                     Console.WriteLine(myShape.Heigh);
31                     Console.WriteLine(myShape.Width);
32                 }
33
34                 if(SplashKit.KeyTyped(KeyCode.SpaceKey) && myShape.IsAt
                     (SplashKit.MousePosition()))
35                 {
36                     myShape.Color = SplashKit.RandomColor();
37                 }
38
39             }while (!windown.CloseRequested);
40
41         }
42     }
43 }
44
```