```csharp
using SplashKitSDK;
using System;
using System.Collections.Generic;
using System.Text;

namespace ShapeDrawer
{
    public class Shape
    {
        private Color _color = Color.Chocolate;
        private float _x = 0.0f;
        private float _y = 0.0f;
        private int _width;
        private int _height;

        public Shape(int param)
        {
            _width = param;
            _height = param;
        }

        public Color Color
        {
            get
            {
                return _color;
            }
            set
            {
                _color = value;
            }
        }

        public float X
        {
            get
            {
                return _x;
            }
            set
            {
                _x = value;
            }
        }

        public float Y
        {
            get
            {
                return _y;
            }
            set
            {
```

```csharp
54                _y = value;
55            }
56        }
57
58        public int Width
59        {
60            get
61            {
62                return _width;
63            }
64            set
65            {
66                _width = value;
67            }
68
69        }
70
71        public int Heigh
72        {
73            get
74            {
75                return _height;
76            }
77            set
78            {
79                _height = value;
80            }
81        }
82
83        public void Draw()
84        {
85            SplashKit.FillRectangle (_color, _x, _y,
86                                     _width, _height);
87        }
88
89        public bool IsAt(Point2D pt)
90        {
91            if (pt.X >= _x && pt.X <= _x + _width &&
92                pt.Y >= _y && pt.Y <= _y + _height)
93                return true;
94            else return false;
95
96        }
97    }
98 }
99
```

```
 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
```

Shape Drawer

Call Stack   Exception Settings   Immediate Window