

```
1 using SplashKitSDK;
2 using System;
3 using System.Collections.Generic;
4 using System.Text;
5
6 namespace ShapeDrawer
7 {
8     public class Shape
9     {
10         private Color _color = Color.Chocolate;
11         private float _x = 0.0f;
12         private float _y = 0.0f;
13         private int _width;
14         private int _height;
15
16         public Shape(int param)
17         {
18             _width = param;
19             _height = param;
20         }
21
22         public Color Color
23         {
24             get
25             {
26                 return _color;
27             }
28             set
29             {
30                 _color = value;
31             }
32         }
33
34         public float X
35         {
36             get
37             {
38                 return _x;
39             }
40             set
41             {
42                 _x = value;
43             }
44         }
45
46         public float Y
47         {
48             get
49             {
50                 return _y;
51             }
52             set
53             {
```

```
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 Height
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 }
```