

```

using System;
using SplashKitSDK;

namespace ShapeCalculator
{
    public class Triangle : Shape
    {
        public double Base { get; set; }
        public double Height { get; set; }

        public override double CalculateArea()
        {
            return 0.5 * Base * Height;
        }

        public override double CalculatePerimeter()
        {
            return 3 * Base;
        }

        public override void Draw()
        {
            double enlargedBase = Base * 4;
            double enlargedHeight = Height * 4;
            double centerX = (SplashKit.ScreenWidth() - enlargedBase) / 2;
            double centerY = (SplashKit.ScreenHeight() + enlargedHeight) / 2;
            double x1 = centerX, y1 = centerY;
            double x2 = x1 + enlargedBase, y2 = y1;
            double x3 = x1 + enlargedBase / 2, y3 = y1 - enlargedHeight;
            SplashKit.FillTriangle(Color, x1, y1, x2, y2, x3, y3);
        }
    }
}

```