```csharp
using System;
using SplashKitSDK;

namespace ShapeCalculator
{
    public class Trapezium : Shape
    {
        public double Base1 { get; set; }
        public double Base2 { get; set; }
        public double Height { get; set; }

        public override double CalculateArea()
        {
            return 0.5 * (Base1 + Base2) * Height;
        }

        public override double CalculatePerimeter()
        {
            double leg = Math.Sqrt(Math.Pow((Base2 - Base1) / 2, 2) +
             Math.Pow(Height, 2));
            return Base1 + Base2 + 2 * leg;
        }

        public override void Draw()
        {
            double enlargedBase1 = UnitConverter.InchesToCentimeters(Base1)
             * 4;
            double enlargedBase2 = UnitConverter.InchesToCentimeters(Base2)
             * 4;
            double enlargedHeight =
             UnitConverter.InchesToCentimeters(Height) * 4;
            double centerX = (SplashKit.ScreenWidth() - enlargedBase1) / 2;
            double centerY = (SplashKit.ScreenHeight() + enlargedHeight) /
             2;
            double x1 = centerX, y1 = centerY;
            double x2 = x1 + enlargedBase1, y2 = y1;
            double x3 = x1 + (enlargedBase1 + enlargedBase2) / 2, y3 = y1 -
             enlargedHeight;
            double x4 = x1 + (enlargedBase1 - enlargedBase2) / 2, y4 = y1 -
             enlargedHeight;

            SplashKit.FillTriangle(Color, x1, y1, x2, y2, x3, y3);
            SplashKit.FillTriangle(Color, x1, y1, x4, y4, x3, y3);
        }
    }
}
```