

```

using System;
using SplashKitSDK;

namespace ShapeCalculator
{
    public class Rectangle : Shape
    {
        public double Width { get; set; }
        public double Height { get; set; }

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

        public override double CalculatePerimeter()
        {
            return 2 * (Width + Height);
        }

        public override void Draw()
        {
            double enlargedWidth = UnitConverter.InchesToCentimeters(Width)
                * 4;
            double enlargedHeight =
                UnitConverter.InchesToCentimeters(Height) * 4;
            double centerX = (SplashKit.ScreenWidth() - enlargedWidth) / 2;
            double centerY = (SplashKit.ScreenHeight() - enlargedHeight) /
                2;
            SplashKit.FillRectangle(Color, centerX, centerY, enlargedWidth,
                enlargedHeight);
        }
    }
}

```