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1 contributor

63 lines (53 sloc) | 1.46 KB

...

```
1  using SplashScreenSDK;
2
3  namespace _4._2P
4  {
5      public class MyRectangle : Shape
6      {
7          ///! Fields
8          private int _width, _height;
9
10         ///! Constructor(s)
11         public MyRectangle()
12         {
13
14         }
15
16         public MyRectangle(Color color, float x, float y, bool selected, int width, int height)
17         {
18             _width = width;
19             _height = height;
20         }
21
22         ///! Properties
23         public int Width
24         {
25             get { return _width; }
26             set { _width = value; }
27         }
28
29
30         public int Height
31         {
32             get { return _height; }
```

```
33         set { _height = value; }
34     }
35
36     ///! Method(s)
37     public override bool IsAt(Point2D mouseLocation)
38     {
39         if (X < mouseLocation.X && mouseLocation.X < (X + Width) && Y < mouseLocation.Y &&
40             Y < (Y + Height))
41         {
42             return true;
43         }
44         else
45         {
46             return false;
47         }
48     }
49     public override void DrawOutline()
50     {
51         SplashKit.DrawRectangle(Color.Black, (X - 2), (Y - 2), (Width + 4), (Height + 4));
52     }
53     public override void Draw()
54     {
55         SplashKit.FillRectangle(Color, X, Y, Width, Height);
56
57         if (Selected)
58         {
59             DrawOutline();
60         }
61     }
62 }
63 }
```