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1 contributor

66 lines (54 sloc) | 1.49 KB

...

```
1  using SplashKitSDK;
2  using System;
3
4  namespace _4._2P
5  {
6      public class MyLine : Shape
7      {
8          ///! Fields
9          private float _length;
10
11         ///! Constructors
12         public MyLine()
13             : this(Color.BlueViolet, 0, 0, false, 150)
14         {
15
16         }
17
18         public MyLine(Color color, float x, float y, bool selected, float length) : base(color, x, y)
19         {
20             this._length = length;
21         }
22
23         ///! Properties
24         public float Length
25         {
26             get { return _length; }
27             set { _length = value; }
28         }
29
30
31         ///! Methods
32         public override bool IsAt(Point2D mouseLocation)
```

```
33     {
34         Point2D initialPoint = new()
35     {
36         X = X,
37         Y = Y
38     };
39
40     Point2D finalPoint = new()
41     {
42         X = X + Length,
43         Y = Y
44     };
45
46     Line line = SplashKit.LineFrom(initialPoint, finalPoint);
47     return SplashKit.PointOnLine(mouseLocation, line);
48 }
49
50 public override void DrawOutline()
51 {
52     SplashKit.DrawCircle(Color.GhostWhite, X, Y, 2);
53     SplashKit.DrawCircle(Color.GhostWhite, X + Length, Y, 2);
54 }
55
56 public override void Draw()
57 {
58     SplashKit.DrawLine(Color, X, Y, (X + Length), Y);
59
60     if (Selected)
61     {
62         DrawOutline();
63     }
64 }
65 }
66 }
```