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```
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At 1 contributor
```

```
107 lines (89 sloc) 3.53 KB
       using SplashKitSDK;
  1
  2
       using System;
  3
  4
      namespace _4._2P
  5
  6
           public class Program
  7
  8
               private enum ShapeKind
  9
               {
                   Rectangle,
 10
                   Circle,
 11
 12
                   Line
 13
               }
 14
               public static void Main()
 15
               {
 16
                   Window window = new("4.2P: Thomas Horsley - 103071494", 800, 600);
 17
                   Drawing drawing = new();
 18
 19
                   ShapeKind kindToAdd = ShapeKind.Circle;
 20
 21
                   do
 22
 23
                   {
                       SplashKit.ProcessEvents();
 24
 25
                       SplashKit.ClearScreen();
 26
                       Point2D mouseLocation = SplashKit.MousePosition();
 27
 28
                       //? Draws a shape at mouse position and adds it to a shapes array
 29
                       if (SplashKit.MouseClicked(MouseButton.LeftButton))
 30
 31
                       {
                            if (kindToAdd == ShapeKind.Rectangle)
 32
```

```
33
34
                               Shape rectangleShape = new MyRectangle(Color.Green, 0, 0, false, 100,
35
                               {
                                   X = (float)mouseLocation.X,
36
37
                                   Y = (float)mouseLocation.Y
38
                               };
39
                               drawing.AddShape(rectangleShape);
40
41
                          }
42
                          if (kindToAdd == ShapeKind.Circle)
43
                          {
                               Shape circleShape = new MyCircle(Color.Red, 0, 0, false, 50)
44
45
                                   X = (float)mouseLocation.X,
46
                                   Y = (float)mouseLocation.Y
47
48
                               };
49
50
                               drawing.AddShape(circleShape);
51
                          }
                          if(kindToAdd == ShapeKind.Line)
52
53
                          {
54
                               Shape lineShape = new MyLine(Color.GreenYellow, 0, 0, false, 50)
55
56
                                   X = (float)mouseLocation.X,
57
                                   Y = (float)mouseLocation.Y,
58
                               };
59
                               drawing.AddShape(lineShape);
60
61
                          }
62
                      }
63
                      //? Relates keystrokes to shape kinds
64
                      if (SplashKit.KeyReleased(KeyCode.RKey))
65
66
67
                          kindToAdd = ShapeKind.Rectangle;
68
                      }
                      else if (SplashKit.KeyReleased(KeyCode.CKey))
69
70
71
                          kindToAdd = ShapeKind.Circle;
72
                      }
73
                      else if (SplashKit.KeyReleased(KeyCode.LKey))
74
75
                           kindToAdd = ShapeKind.Line;
76
                      } //TODO <--- can i use cases instead?</pre>
77
78
79
                      //? Checks if shape is selected
                      if (SplashKit.MouseClicked(MouseButton.RightButton))
80
81
82
                          drawing.SelectShapesAt(mouseLocation);
83
                      }
```

```
85
 86
                       //? Changes background color when user presses space
                       if (SplashKit.KeyReleased(KeyCode.SpaceKey))
 87
 88
                       {
                           drawing.Background = SplashKit.RandomRGBColor(255);
 89
 90
                       }
 91
                       if (SplashKit.KeyReleased(KeyCode.DeleteKey) | SplashKit.KeyReleased(KeyCode.I
92
 93
                       {
 94
                           foreach(Shape genericShape in drawing.SelectedShapes)
95
                           {
                               drawing.RemoveShape(genericShape);
 96
 97
                           }
98
                       }
99
100
                       drawing.Draw();
101
                       SplashKit.RefreshScreen(60);
102
                   } while (!window.CloseRequested);
103
              }
104
          }
105
      }
106
107
```