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1 contributor

68 lines (55 sloc) | 1.58 KB

...

```
1  using SplashKitSDK;
2
3  namespace _4._2P
4  {
5      public abstract class Shape
6      {
7          ///! Field Declerations
8          private Color _color;
9          private float _x, _y;
10         private bool _selected;
11
12         ///! Constructors
13         public Shape()
14             : this(Color.Red, false)
15         {
16
17         }
18
19         public Shape(Color color, bool selected)
20         {
21             this._color = color;
22             this._selected = selected;
23         }
24
25         public Shape(Color color, float x, float y, bool selected)
26             : this(color, selected)
27         {
28             this._x = x;
29             this._y = x;
30         }
31
32
```

```
33     ///! Properties
34     public Color Color
35     {
36         get { return this._color; }
37         set { this._color = value; }
38     }
39
40     public float X
41     {
42         get { return this._x; }
43         set { this._x = value; }
44     }
45
46     public float Y
47     {
48         get { return this._y; }
49         set { this._y = value; }
50     }
51
52     public bool Selected
53     {
54         get { return this._selected; }
55         set { this._selected = value; }
56     }
57
58     ///! Methods
59     ///? Takes a point and determines if said point lies within our shape
60     public abstract bool IsAt(Point2D mouseLocation);
61
62     ///? Draws the outline of a rectangle
63     public abstract void DrawOutline();
64
65     ///? Draws a Rectangle based on parameters and outlines the rectangle if the shape is selected
66     public abstract void Draw();
67 }
68 }
```