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 1 contributor

71 lines (60 sloc) | 1.76 KB

...

```
1  using SplashScreenSDK;
2  using System.IO;
3
4  namespace _5._2C_Not_Complete
5  {
6      public class MyCircle : Shape
7      {
8          ///! Fields
9          private int _radius;
10
11          ///! Constructor(s)
12          public MyCircle()
13          {
14
15          }
16
17          public MyCircle(Color color, float x, float y, bool selected, int radius) : base(color)
18          {
19              this._radius = radius;
20          }
21
22          ///! Properties
23          public int Radius
24          {
25              get { return _radius; }
26              set { _radius = value; }
27          }
28
29          ///! Method(s)
30          public override bool IsAt(Point2D mouseLocation)
31          {
32              Point2D origin = new()
```

```
33     {
34         //Had to set the points or they kept changing with the mouse location, real pr
35         X = X,
36         Y = Y
37     };
38
39     Circle circle = SplashKit.CircleAt(origin, _radius);
40     return SplashKit.PointInCircle(mouseLocation, circle);
41 }
42
43 public override void DrawOutline()
44 {
45     SplashKit.DrawCircle(Color.Black, X, Y, (Radius + 2));
46 }
47
48 public override void Draw()
49 {
50     SplashKit.FillCircle(Color, X, Y, Radius);
51     if (Selected)
52     {
53         DrawOutline();
54     }
55 }
56
57 ///! 5.2C Saving and Loading functionality
58 public override void SaveTo(StreamWriter writer)
59 {
60     writer.WriteLine("Circle");
61     base.SaveTo(writer);
62     writer.WriteLine(Radius);
63 }
64
65 public override void LoadFrom(StreamReader reader)
66 {
67     base.LoadFrom(reader);
68     Radius = reader.ReadInteger();
69 }
70 }
71 }
```