

Code

Issues

Pull requests

Actions

Projects

Security

Insights

Settings

main

...

UploadedCodeToPrintAgain / MyCircle.cs / <> Jump to



KingSchlock Add files via upload



1 contributor

55 lines (47 sloc) | 1.33 KB

...

```
1  using SplashKitSDK;
2
3  namespace _4._2P
4  {
5      public class MyCircle : Shape
6      {
7          ///! Fields
8          private int _radius;
9
10         ///! Constructor(s)
11         public MyCircle()
12         {
13
14         }
15
16         public MyCircle(Color color, float x, float y, bool selected, int radius) : base(color)
17         {
18             this._radius = radius;
19         }
20
21         ///! Properties
22         public int Radius
23         {
24             get { return _radius; }
25             set { _radius = value; }
26         }
27
28         ///! Method(s)
29         public override bool IsAt(Point2D mouseLocation)
30         {
31             Point2D origin = new()
32             {
```

```
33         //Had to set the points or they kept changing with the mouse location, real pr
34         X = X,
35         Y = Y
36     };
37
38     Circle circle = SplashKit.CircleAt(origin, _radius);
39     return SplashKit.PointInCircle(mouseLocation, circle);
40 }
41
42 public override void DrawOutline()
43 {
44     SplashKit.DrawCircle(Color.Black, X, Y, (Radius + 2));
45 }
46 public override void Draw()
47 {
48     SplashKit.FillCircle(Color, X, Y, Radius);
49     if (Selected)
50     {
51         DrawOutline();
52     }
53 }
54 }
55 }
```