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 1 contributor

80 lines (68 sloc) | 1.97 KB

...

```
1  using SplashScreenSDK;
2  using System.IO;
3
4  namespace _5._2C_Not_Complete
5  {
6      public class MyRectangle : Shape
7      {
8          ///! Fields
9          private int _width, _height;
10
11         ///! Constructor(s)
12         public MyRectangle()
13         {
14
15         }
16
17         public MyRectangle(Color color, float x, float y, bool selected, int width, int height)
18         {
19             _width = width;
20             _height = height;
21         }
22
23         ///! Properties
24         public int Width
25         {
26             get { return _width; }
27             set { _width = value; }
28         }
29
30
31         public int Height
32         {
```

```
33     get { return _height; }
34     set { _height = value; }
35 }
36
37 ///! Method(s)
38 public override bool IsAt(Point2D mouseLocation)
39 {
40     if (X < mouseLocation.X && mouseLocation.X < (X + Width) && Y < mouseLocation.Y &&
41         {
42             return true;
43         }
44     else
45     {
46         return false;
47     }
48 }
49 public override void DrawOutline()
50 {
51     SplashKit.DrawRectangle(Color.Black, (X - 2), (Y - 2), (Width + 4), (Height + 4));
52 }
53
54 public override void Draw()
55 {
56     SplashKit.FillRectangle(Color, X, Y, Width, Height);
57
58     if (Selected)
59     {
60         DrawOutline();
61     }
62 }
63
64 ///! 5.2C Saving and Loading functionality
65 public override void SaveTo(StreamWriter writer)
66 {
67     writer.WriteLine("Rectangle");
68     base.SaveTo(writer);
69     writer.WriteLine(Width);
70     writer.WriteLine(Height);
71 }
72
73 public override void LoadFrom(StreamReader reader)
74 {
75     base.LoadFrom(reader);
76     Width = reader.ReadInteger();
77     Height = reader.ReadInteger();
78 }
79 }
80 }
```