

```
1 using SplashKitSDK;
2 using System;
3 using System.IO;
4
5 namespace MyGame
6 {
7     public abstract class Shape
8     {
9         private Color _color;
10        private float _x;
11        private float _y;
12        private bool _selected;
13
14        public Shape() : this(Color.Yellow)
15        {
16
17        }
18
19        public Shape(Color color)
20        {
21            _color = color;
22            _x = 0.0f;
23            _y = 0.0f;
24        }
25
26        public Color Color
27        {
28            get
29            {
30                return _color;
31            }
32            set
33            {
34                _color = value;
35            }
36        }
37
38        public float X
39        {
40            get
41            {
42                return _x;
43            }
44            set
45            {
46                _x = value;
47            }
48        }
49
```

```
50     public float Y
51     {
52         get
53         {
54             return _y;
55         }
56         set
57         {
58             _y = value;
59         }
60     }
61
62     public bool Selected
63     {
64         get
65         {
66             return _selected;
67         }
68         set
69         {
70             _selected = value;
71         }
72     }
73
74     public abstract void Draw();
75
76     public abstract Boolean IsAt(Point2D pt);
77
78     public abstract void DrawOutline();
79
80     public virtual void SaveTo(StreamWriter writer)
81     {
82         writer.WriteColor(Color);
83         writer.WriteLine(X);
84         writer.WriteLine(Y);
85     }
86
87     public virtual void LoadFrom(StreamReader reader)
88     {
89         Color = reader.ReadColor();
90         X = reader.ReadInteger();
91         Y = reader.ReadInteger();
92     }
93 }
94 }
95
```