```csharp
1  using System;
2  using SplashKitSDK;
3
4  namespace DrawingClass
5  {
6      public class Program
7      {
8          public static void Main()
9          {
10
11
12              Window window = new Window("Shape Drawer", 800, 600);
13
14              Drawing myDrawing = new Drawing();
15
16              do
17              {
18                  SplashKit.ProcessEvents();
19                  SplashKit.ClearScreen();
20
21                  Shape newShape = new Shape(103);
22                  if(SplashKit.MouseClicked(MouseButton.LeftButton))
23                  {
24                      newShape.X = SplashKit.MouseX();
25                      newShape.Y = SplashKit.MouseY();
26                      myDrawing.AddShape(newShape);
27
28                  }
29
30                  if(SplashKit.KeyTyped(KeyCode.SpaceKey))
31                  {
32                      myDrawing.BackGround = SplashKit.RandomColor();
33                  }
34
35                  if (SplashKit.MouseClicked(MouseButton.RightButton))
36                  {
37                      myDrawing.SelectShapeAt(SplashKit.MousePosition());
38                  }
39
40                  if(SplashKit.KeyTyped(KeyCode.DeleteKey) ||
                       SplashKit.KeyTyped(KeyCode.BackspaceKey))
41                  {
42                      foreach (Shape s in myDrawing.SelectedShapes)
43                      {
44                          myDrawing.RemoveShape(s);
45                      }
46                  }
47
48                  myDrawing.Draw();
```

```
49                        SplashKit.RefreshScreen();
50                } while (!window.CloseRequested);
51            }
52
53        }
54 }
55
```