

```
1 using System;
2 using MultipleShapeKinds;
3 using SplashKitSDK;
4
5 namespace MultipleShapeKinds
6 {
7     public class Program
8     {
9         private enum ShapeKind
10        {
11            Rectangle,
12            Circle,
13            Line
14        }
15        public static void Main()
16        {
17            ShapeKind kindToAdd = ShapeKind.Circle;
18
19            Window window = new Window("Shape Drawer", 800, 600);
20
21            Drawing myDrawing = new Drawing();
22
23            int count=0;
24            do
25            {
26                SplashKit.ProcessEvents();
27                SplashKit.ClearScreen();
28
29                if(SplashKit.KeyTyped(KeyCode.RKey))
30                {
31                    kindToAdd = ShapeKind.Rectangle;
32                    Console.WriteLine("rectangle");
33                    count = 0;
34                }
35
36                if(SplashKit.KeyTyped(KeyCode.CKey))
37                {
38                    kindToAdd = ShapeKind.Circle;
39                    Console.WriteLine("circle");
40                    count = 0;
41                }
42
43                if (SplashKit.KeyTyped(KeyCode.LKey))
44                {
45                    kindToAdd = ShapeKind.Line;
46                    Console.WriteLine("line");
47                    count = 0;
48                }
49            }
```

```
50         if (SplashKit.MouseClicked(MouseButton.LeftButton) && count<3)
51         {
52             Shape newShape;
53
54             switch(kindToAdd)
55             {
56                 case ShapeKind.Circle:
57                     newShape = new MyCircle();
58                     break;
59
60                 case ShapeKind.Line:
61                     newShape = new MyLine();
62                     count++;
63                     break;
64
65                 default:
66                     newShape = new MyRectangle();
67                     break;
68             }
69
70
71
72             newShape.X = SplashKit.MouseX();
73             newShape.Y = SplashKit.MouseY();
74             myDrawing.AddShape(newShape);
75         }
76
77         if(SplashKit.KeyTyped(KeyCode.SpaceKey))
78         {
79             myDrawing.BackGround = SplashKit.RandomColor();
80         }
81
82         if(SplashKit.MouseClicked(MouseButton.RightButton))
83         {
84             myDrawing.SelectShapeAt(SplashKit.MousePosition());
85         }
86
87         if(SplashKit.KeyTyped(KeyCode.DeleteKey) || SplashKit.KeyTyped(KeyCode.BackspaceKey))
88         {
89             foreach(Shape s in myDrawing.SelectedShapes)
90             {
91                 myDrawing.RemoveShape(s);
92             }
93         }
94
95         myDrawing.Draw();
96         SplashKit.RefreshScreen();
```

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```
97         } while (!window.CloseRequested);
98     }
99
100 }
101 }
102
```