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

```
50          {
51              get
52              {
53                  return _y;
54              }
55              set
56              {
57                  _y = value;
58              }
59          }
60
61          public bool Selected
62          {
63              get
64              {
65                  return _selected;
66              }
67              set
68              {
69                  _selected = value;
70              }
71          }
72
73          public abstract void Draw();
74
75          public abstract Boolean IsAt(Point2D pt);
76
77          public abstract void DrawOutline();
78      }
79  }
80
```