

```
1 using MultipleShapeKinds;
2 using SplashKitSDK;
3 using System.ComponentModel;
4
5 namespace MultipleShapeKinds
6 {
7     public class Drawing
8     {
9         private readonly List<Shape> _shapes;
10        private Color _background;
11
12        public Drawing() : this(Color.White)
13        {
14
15        }
16
17        public Drawing(Color background)
18        {
19            _shapes = new List<Shape>();
20            _background = background;
21        }
22
23        public List<Shape> SelectedShapes
24        {
25            get
26            {
27                List<Shape> _selectedShapes = new List<Shape>();
28                foreach (Shape s in _shapes)
29                {
30                    if (s.Selected)
31                    {
32                        _selectedShapes.Add(s);
33                    }
34                }
35                return _selectedShapes;
36            }
37        }
38
39        public int ShapeCount
40        {
41            get
42            {
43                return _shapes.Count;
44            }
45        }
46
47        public Color BackGround
48        {
49            get
```

```
50         {
51             return _background;
52         }
53         set
54         {
55             _background = value;
56         }
57     }
58
59     public void Draw()
60     {
61         SplashKit.ClearScreen(_background);
62         for (int i = 0; i < ShapeCount; i++)
63         {
64             _shapes[i].Draw();
65         }
66     }
67
68     public void SelectShapeAt(Point2D pt)
69     {
70         foreach (Shape s in _shapes)
71         {
72             if (s.IsAt(pt))
73             {
74                 s.Selected = true;
75             }
76             else
77             {
78                 s.Selected = false;
79             }
80         }
81     }
82
83     public void AddShape(Shape s)
84     {
85         _shapes.Add(s);
86     }
87
88     public void RemoveShape(Shape s)
89     {
90         _ = _shapes.Remove(s);
91     }
92 }
93 }
94
```