

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using SplashKitSDK;
7
8 namespace MultipleShapeKinds
9 {
10     public class MyCircle:Shape
11     {
12         private int _radius;
13
14         public MyCircle() : this(Color.Blue, 0.0f, 0.0f, 50+73)
15         {
16
17         }
18
19         public MyCircle(Color color, float x, float y, int radius) : base  ➤
20             (color)
21         {
22             _radius = radius;
23         }
24
25         public int Radius
26         {
27             get
28             {
29                 return _radius;
30             }
31             set
32             {
33                 _radius = value;
34             }
35         }
36
37         public override void Draw()
38         {
39             if(Selected)
40             {
41                 DrawOutline();
42                 SplashKit.FillCircle(Color, X, Y, _radius);
43             }
44
45             public override void DrawOutline()
46             {
47                 SplashKit.FillCircle(Color.Black, X, Y, _radius + 2);
48             }
49         }
50     }
51 }
```

```
49
50     public override bool IsAt(Point2D pt)
51     {
52         if (Math.Abs(pt.X - X) < _radius && Math.Abs(pt.Y - Y) < _radius) ↗
53             {
54                 return true;
55             }
56         else return false;
57     }
58 }
59 }
60
```