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

```
50              return _y;
51          }
52          set
53          {
54              _y = value;
55          }
56      }
57
58      public int Width
59      {
60          get
61          {
62              return _width;
63          }
64          set
65          {
66              _width = value;
67          }
68      }
69
70      public int Height
71      {
72          get
73          {
74              return _height;
75          }
76          set
77          {
78              _height = value;
79          }
80      }
81
82      public void Draw()
83      {
84          if(Selected)
85          {
86              DrawOutline();
87          }
88          SplashKit.FillRectangle(_color, _x, _y, _width, _height);
89      }
90
91      public Boolean IsAt(Point2D pt)
92      {
93          if (pt.X > _x && pt.X < _x + _width && pt.Y > _y && pt.Y < _y
                + _height)
94          {
95              return true;
96          }
97          else
```

```
 98                    {
 99                        return false;
100                    }
101                }
102
103            private bool _selected;
104            public bool Selected
105            {
106                get
107                {
108                    return _selected;
109                }
110                set
111                {
112                    _selected = value;
113                }
114            }
115
116            public void DrawOutline()
117            {
118                SplashKit.FillRectangle(Color.Black, _x-(5+3), _y-(5+3),        ↵
                    _width+2*(5+3), _height+2*(5+3));
119            }
120        }
121 }
122
```