```
1  using SplashKitSDK;
2  using System;
3
4  namespace MultipleShapeKinds
5  {
6      public class MyRectangle:Shape
7      {
8          private int _width;
9          private int _height;
10         public MyRectangle() : this(Color.Green, 0.0f, 0.0f, 173, 173)
11         {
12
13         }
14
15         public MyRectangle(Color color, float x, float y, int width, int  ⮠
              height) : base(color)
16         {
17             X = x;
18             Y = y;
19             _width = width;
20             _height = height;
21         }
22
23         public int Width
24         {
25             get
26             {
27                 return _width;
28             }
29             set
30             {
31                 _width = value;
32             }
33         }
34
35         public int Height
36         {
37             get
38             {
39                 return _height;
40             }
41             set
42             {
43                 _height = value;
44             }
45         }
46
47         public override void Draw()
48         {
```

```
49                  if (Selected)
50                  {
51                      DrawOutline();
52                  }
53                  SplashKit.FillRectangle(Color, X, Y, _width, _height);
54              }
55
56          public override void DrawOutline()
57          {
58              SplashKit.FillRectangle(Color.Black , X - (5 + 3), Y - (5 + 3), ⏎
                    _width + 2 * (5 + 3), _height + 2 * (5 + 3));
59          }
60
61          public override bool IsAt(Point2D pt)
62          {
63              if (pt.X > X && pt.X < X + _width && pt.Y > Y && pt.Y < Y +     ⏎
                    _height)
64              {
65                  return true;
66              }
67              else
68              {
69                  return false;
70              }
71          }
72      }
73  }
74
```