```csharp
 1  using System;
 2  using System.IO;
 3  using SplashKitSDK;
 4
 5  namespace MyGame
 6  {
 7      public class MyCircle:Shape
 8      {
 9          private int _radius;
10
11          public MyCircle() : this(Color.Blue, 0.0f, 0.0f, 50+73)
12          {
13
14          }
15
16          public MyCircle(Color color, float x, float y, int radius) : base  ⏎
              (color)
17          {
18              _radius = radius;
19          }
20
21          public int Radius
22          {
23              get
24              {
25                  return _radius;
26              }
27              set
28              {
29                  _radius = value;
30              }
31          }
32
33          public override void Draw()
34          {
35              if(Selected)
36              {
37                  DrawOutline();
38              }
39              SplashKit.FillCircle(Color, X, Y, _radius);
40          }
41
42          public override void DrawOutline()
43          {
44              SplashKit.FillCircle(Color.Black, X, Y, _radius + 2);
45          }
46
47          public override bool IsAt(Point2D pt)
48          {
```

```
49                if (Math.Abs(pt.X - X) < _radius && Math.Abs(pt.Y - Y) <          ⮡
                      _radius)
50                {
51                    return true;
52                }
53                else return false;
54            }
55            public override void SaveTo(StreamWriter writer)
56            {
57                writer.WriteLine("Circle");
58                base.SaveTo(writer);
59                writer.WriteLine(_radius);
60            }
61
62            public override void LoadFrom(StreamReader reader)
63            {
64                base.LoadFrom(reader);
65                _radius = reader.ReadInteger();
66            }
67        }
68    }
69
```