

```
1 using System;
2 using SplashKitSDK;
3 using System.IO;
4 using System.Xml.Linq;
5
6 namespace MyGame
7 {
8     public class Program
9     {
10         private enum ShapeKind
11         {
12             Rectangle,
13             Circle,
14             Line
15         }
16         public static void Main()
17         {
18             ShapeKind kindToAdd = ShapeKind.Circle;
19
20             Window window = new Window("Shape Drawer", 800, 600);
21
22             Drawing myDrawing = new Drawing();
23
24             int count=0;
25             do
26             {
27                 SplashKit.ProcessEvents();
28                 SplashKit.ClearScreen();
29
30                 if(SplashKit.KeyTyped(KeyCode.RKey))
31                 {
32                     kindToAdd = ShapeKind.Rectangle;
33                     Console.WriteLine("rectangle");
34                     count = 0;
35                 }
36
37                 if(SplashKit.KeyTyped(KeyCode.CKey))
38                 {
39                     kindToAdd = ShapeKind.Circle;
40                     Console.WriteLine("circle");
41                     count = 0;
42                 }
43
44                 if (SplashKit.KeyTyped(KeyCode.LKey))
45                 {
46                     kindToAdd = ShapeKind.Line;
47                     Console.WriteLine("line");
48                     count = 0;
49                 }
50             }
```

```
50
51         if (SplashKit.MouseClicked(MouseButton.LeftButton) && count<3)
52         {
53             Shape newShape;
54
55             switch(kindToAdd)
56             {
57                 case ShapeKind.Circle:
58                     newShape = new MyCircle();
59                     break;
60
61                 case ShapeKind.Line:
62                     newShape = new MyLine();
63                     count++;
64                     break;
65
66                 default:
67                     newShape = new MyRectangle();
68                     break;
69             }
70
71
72
73             newShape.X = SplashKit.MouseX();
74             newShape.Y = SplashKit.MouseY();
75             myDrawing.AddShape(newShape);
76         }
77
78         if(SplashKit.KeyTyped(KeyCode.SpaceKey))
79         {
80             myDrawing.BackGround = SplashKit.RandomColor();
81         }
82
83         if(SplashKit.MouseClicked(MouseButton.RightButton))
84         {
85             myDrawing.SelectShapeAt(SplashKit.MousePosition());
86         }
87
88         string file_path = "E:/COS20007/week5/Task5_3C/
89             MultipleShapeKinds/TestDrawing.txt";
90
91         if (SplashKit.KeyTyped(KeyCode.DeleteKey) ||
92             SplashKit.KeyTyped(KeyCode.BackspaceKey))
93         {
94             foreach(Shape s in myDrawing.SelectedShapes)
95             {
96                 myDrawing.RemoveShape(s);
97             }
98         }
```

```
96         }
97
98         if(SplashKit.KeyTyped(KeyCode.SKey))
99         {
100
101             myDrawing.Save(file_path);
102
103             Console.WriteLine($"Drawing saved to {file_path}");
104         }
105
106         if(SplashKit.KeyTyped(KeyCode.OKey))
107         {
108             try
109             {
110                 myDrawing.Load(file_path);
111             }
112             catch(Exception e)
113             {
114                 Console.Error.WriteLine("Error loading file: {0}", e
115                                     .Message);
116             }
117
118             myDrawing.Draw();
119             SplashKit.RefreshScreen();
120         } while (!window.CloseRequested);
121     }
122
123 }
124 }
125
```