

```
1 using System;
2 using SplashKitSDK;
3
4 namespace ShapeDrawer
5 {
6     public class Program
7     {
8         public static void Main()
9         {
10             Shape myShape = new Shape(173);
11
12             Window window = new Window("Shape Drawer", 800, 600);
13
14             do
15             {
16                 SplashKit.ProcessEvents();
17                 SplashKit.ClearScreen();
18
19                 myShape.Draw();
20
21                 if(SplashKit.MouseClicked(MouseButton.LeftButton))
22                 {
23                     myShape.X = SplashKit.MouseX();
24                     myShape.Y = SplashKit.MouseY();
25                 }
26
27                 if(SplashKit.KeyTyped(KeyCode.SpaceKey) && myShape.IsAt      ↗
28                     (SplashKit.MousePosition()))
29                 {
30                     myShape.Color = SplashKit.RandomColor();
31                 }
32
33                 myShape.Draw();
34
35                 SplashKit.RefreshScreen();
36             } while (!window.CloseRequested);
37         }
38     }
39 }
```