**Refactoring the Shape class**

class Logger

{

public static void LogError(Exception e)

{

File.WriteAllText(**@"c:\Errors\Exception.txt"**, e.ToString());

}

}

abstract class Shape

{

public void Draw()

{

try

{

// draw

}

catch (Exception e)

{

Logger.LogError(e);

}

}

}

Here, the error logging functionality is extracted into its own class. This ensures that functionalities remain distinct and easy to read.