**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 Logger class. Shape drawing and error logging are now separated into their own classes. This ensures that functionalities remain distinct and easy to read.