COS20007: Object Oriented Programming  
Pass Task 4.1: Drawing Program — Multiple Shape Kinds

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Shape.cs  
using SplashKitSDK;

namespace ShapeDrawer

{

public abstract class Shape

{

// Fields

private Color \_color;

private float \_x;

private float \_y;

private bool \_selected = false;

// Constructors

public Shape() : this(Color.Yellow)

{

}

public Shape(Color color)

{

Color = color;

\_x = 0.0f; \_y = 0.0f;

}

// Properties

public float X

{

get { return \_x; }

set { \_x = value; }

}

public float Y

{

get { return \_y; }

set { \_y = value; }

}

public Color Color

{

get { return \_color; }

set { \_color = value; }

}

public bool Selected

{

get { return this.\_selected; }

set { \_selected = value; }

}

// Methods

public abstract void Draw();

public abstract bool IsAt(Point2D pt);

public abstract void DrawOutline();

}

}

# MyRectangle.cs

using SplashKitSDK;

namespace ShapeDrawer

{

public class MyRectangle : Shape

{

// Fields

private int \_width;

private int \_height;

// Constructor

public MyRectangle() : this(Color.Green, 0.0f, 0.9f, 100 + 41, 100 + 41)

{

}

public MyRectangle(Color color, float x, float y, int width, int height) : base(color)

{

X = x;

Y = y;

Width = width;

Height = height;

}

// Properties

public int Width

{

get { return \_width; }

set { \_width = value; }

}

public int Height

{

get { return \_height; }

set { \_height = value; }

}

// Methods

public override void Draw()

{

if (Selected) this.DrawOutline();

SplashKit.FillRectangle(Color, X, Y, Width, Height);

}

public override void DrawOutline()

{

int outlineThickness = 6; //5+1

SplashKit.FillRectangle(Color.Black, X-outlineThickness, Y-outlineThickness, Width+2\*outlineThickness, Height+2\*outlineThickness);

}

public override bool IsAt(Point2D pt)

{

return (pt.X >= X && pt.X <= X + Width) && (pt.Y >= Y && pt.Y <= Y + Height);

}

}

}

# MyCircle.cs

using SplashKitSDK;

namespace ShapeDrawer

{

public class MyCircle : Shape

{

// Fields

private int \_radius;

// Constructor

public MyCircle() : this(Color.Blue, 100+41, 100+41, 50+41)

{

}

public MyCircle(Color color, int x, int y, int radius) : base(color)

{

X = x;

Y = y;

Radius = radius;

}

// Properties

public int Radius

{

get { return \_radius; }

set { \_radius = value; }

}

// Methods

public override void Draw()

{

if (Selected) DrawOutline();

SplashKit.FillCircle(Color, X, Y, Radius);

}

public override void DrawOutline()

{

int outlineThickness = 7; //5+2

SplashKit.FillCircle(Color.Black, X, Y, Radius + outlineThickness);

}

public override bool IsAt(Point2D pt)

{

// By Distance Formula

// = √(x2-x1)^2 + (y2-y1)^2

// And then we get the distnace between mouse click and circle area

// If that distance is smaller than and equal the circle's radius

// of course, it is inside the circle

// return Math.Sqrt(Math.Pow(pt.X - X, 2) + Math.Pow(pt.Y - Y, 2)) <= Radius;

return SplashKit.PointInCircle(pt,

new Circle()

{

Center =

new Point2D() { X = this.X, Y = this.Y },

Radius = this.Radius

});

}

}

}

# MyLine.cs

using SplashKitSDK;

namespace ShapeDrawer

{

public class MyLine : Shape

{

// Fields

private float \_endX;

private float \_endY;

// Constructor

public MyLine() : this(Color.Red, SplashKit.MouseX(), SplashKit.MouseY(), SplashKit.MouseX()+new Random().Next(-150, 150), new Random().Next(0, 601))

{

}

public MyLine(Color color, float startX, float startY, float endX, float endY) : base(color)

{

X = startX;

Y = startY;

EndX = endX;

EndY = endY;

}

// Properties

public float EndX

{

get { return \_endX; }

set { \_endX = value; }

}

public float EndY

{

get { return \_endY; }

set { \_endY = value; }

}

// Methods

public override void Draw()

{

if (Selected) DrawOutline();

SplashKit.DrawLine(Color, X, Y, EndX, EndY);

}

public override void DrawOutline()

{

int circleRadius = 5;

SplashKit.FillCircle(Color.Black, X, Y, circleRadius);

SplashKit.FillCircle(Color.Black, EndX, EndY, circleRadius);

}

public override bool IsAt(Point2D pt)

{

return SplashKit.PointOnLine(pt,

new Line()

{

StartPoint = new Point2D() {X = this.X, Y = this.Y},

EndPoint = new Point2D() {X = this.EndX, Y = this.EndY},

});

}

}

}

# Program.cs

using System;

using SplashKitSDK;

namespace ShapeDrawer

{

public class Program

{

private enum ShapeKind

{

Rectangle,

Circle,

Line

}

public static void Main()

{

Window window = new Window("Shape Drawer", 800, 600);

Drawing myDrawing = new Drawing();

// ShapeKind Variable

ShapeKind kindToAdd = ShapeKind.Circle; // First initialization

int XLineDraw = 1; // Times of line can draw after typed L key

do

{

SplashKit.ProcessEvents();

SplashKit.ClearScreen();

if (SplashKit.KeyTyped(KeyCode.RKey))

{

kindToAdd = ShapeKind.Rectangle;

}

if (SplashKit.KeyTyped(KeyCode.CKey))

{

kindToAdd = ShapeKind.Circle;

}

if (SplashKit.KeyTyped(KeyCode.LKey))

{

kindToAdd = ShapeKind.Line;

XLineDraw = 1;

}

if (SplashKit.MouseClicked(MouseButton.LeftButton))

{

Shape newShape;

switch (kindToAdd)

{

case ShapeKind.Circle:

newShape = new MyCircle();

break;

case ShapeKind.Line:

if (XLineDraw == 0) continue;

newShape = new MyLine();

--XLineDraw;

break;

default:

newShape = new MyRectangle();

break;

}

newShape.X = SplashKit.MouseX();

newShape.Y = SplashKit.MouseY();

myDrawing.AddShape(newShape);

}

if (SplashKit.KeyTyped(KeyCode.SpaceKey))

{

myDrawing.Background = SplashKit.RandomColor();

}

if (SplashKit.MouseClicked(MouseButton.RightButton))

{

myDrawing.SelectShapesAt(SplashKit.MousePosition());

}

if (SplashKit.KeyTyped(KeyCode.DeleteKey) || SplashKit.KeyTyped(KeyCode.BackspaceKey))

{

foreach (Shape s in myDrawing.SelectedShapes)

{

myDrawing.RemoveShape(s);

}

}

myDrawing.Draw();

SplashKit.RefreshScreen();

} while (!window.CloseRequested);

}

}

}

# Screenshot of the Splashkit Window showing your drawing

A blue and green circles and squares

AI-generated content may be incorrect.