

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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## Drawing Program - A Basic Shape

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```
1  using System;
2  using SplashKitSDK;
3
4  namespace ShapeDrawer
5  {
6      public class Program
7      {
8          public static void Main()
9          {
10              Window window = new Window("Shape Drawer", 800, 600);
11              Shape myShape = new Shape();
12
13              do
14              {
15                  SplashKit.ProcessEvents();
16                  SplashKit.ClearScreen();
17
18                  if (SplashKit.MouseClicked(MouseButton.LeftButton))
19                  {
20                      myShape.X = SplashKit.MouseX();
21
22                      myShape.Y = SplashKit.MouseY();
23                  }
24                  if(myShape.IsAt(SplashKit.MousePosition()) &&
↪      SplashKit.KeyTyped(KeyCode.SpaceKey))
25                  {
26                      myShape.Color = SplashKit.RandomRGBColor(255);
27                  }
28
29                  myShape.Draw();
30
31
32                  SplashKit.RefreshScreen();
33
34              }
35              while (!window.CloseRequested);
36          }
37      }
38  }
```

```
1  using System;
2  using SplashKitSDK;
3
4  namespace ShapeDrawer
5  {
6
7      public class Shape
8      {
9
10         private Color _color;
11         private float _x, _y;
12         private int _width, _height;
13
14         public Shape()
15         {
16             _color = Color.Green;
17             _x = 0;
18             _y = 0;
19             _width = 100;
20             _height = 100;
21
22         }
23         public Color Color
24         {
25             get
26             {
27                 return _color;
28             }
29             set
30             {
31                 _color = value;
32             }
33         }
34         public float X
35         {
36             get
37             {
38                 return _x;
39             }
40             set
41             {
42                 _x = value;
43             }
44         }
45         public float Y
46         {
47             get
48             {
49                 return _y;
50             }
51             set
52             {
53                 _y = value;
```

```
54         }
55     }
56     public int Width
57     {
58         get
59         {
60             return _width;
61         }
62         set
63         {
64             _width = value;
65         }
66     }
67
68
69 }
70 public int Height
71 {
72     get
73     {
74         return _height;
75     }
76     set
77     {
78         _height = value;
79     }
80 }
81 public void Draw()
82 {
83     SplashKit.FillRectangle(_color, _x, _y, _width, _height);
84 }
85 public bool IsAt(Point2D point)
86 {
87     if (((point.X >= _x) && (point.X <= (_x + _width))) && (point.Y >= _y)
↪ && (point.Y <= (_y + _height))))
88         return true;
89     else
90         return false;
91 }
92
93 }
94 }
95
```

