

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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()) &&
25 →             SplashKit.KeyTyped(KeyCode.SpaceKey))
26                 {
27                     myShape.Color = SplashKit.RandomRGBColor(255);
28
29                     myShape.Draw();
30
31                     SplashKit.RefreshScreen();
32
33                 }
34                 while (!window.CloseRequested);
35             }
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     }
57 }
```

```
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     public int Height
70     {
71         get
72         {
73             return _height;
74         }
75         set
76         {
77             _height = value;
78         }
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)
88             && (point.Y <= (_y + _height)))
89             return true;
90         else
91             return false;
92     }
93 }
94 }
```

