

```
1 using SplashKitSDK;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace _4._1._1
9 {
10     public abstract class Shape
11     {
12         private Color _color;
13         private float _x;
14         private float _y;
15
16         private bool _selected;
17         public Shape(Color color)
18         {
19             _color = Color.Green;
20             _x = 0.0f;
21             _y = 0.0f;
22         }
23         public Shape(): this(Color.Yellow) { }
24
25         public Color Color
26         {
27             get { return _color; }
28             set { _color = value; }
29         }
30
31         public float X
32         {
33             get { return _x; }
34             set { _x = value; }
35         }
36         public float Y
37         {
38             get { return _y; }
39             set { _y = value; }
40         }
41         public bool Selected
42         {
43             get
44             {
45                 return _selected;
46             }
47             set { _selected = value; }
48         }
49         public abstract void Draw();
```

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```
50         public abstract void DrawOutline();
51         public abstract bool IsAt(Point2D pt);
52
53     }
54 }
```