

```
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 class MyCircle : Shape
11     {
12         private int _radius;
13
14         public MyCircle(Color color, int radius) : base(color)
15         {
16             Radius = radius;
17         }
18
19         public MyCircle() : this(Color.Blue, 50)
20         {
21         }
22
23         public int Radius
24         {
25             get { return _radius; }
26             set { _radius = value; }
27         }
28
29         public override void Draw()
30         {
31             if (Selected)
32             {
33                 DrawOutline();
34             }
35
36             SplashKit.FillCircle(Color, X, Y, _radius);
37         }
38
39         public override void DrawOutline()
40         {
41             SplashKit.DrawCircle(Color.Black, X, Y, Radius + 2);
42         }
43
44         public override bool IsAt(Point2D pt)
45         {
46             double distanceX = Math.Abs(pt.X - X);
47             double distanceY = Math.Abs(pt.Y - Y);
48
49             return (distanceX <= Radius) && (distanceY <= Radius);
```

```
50         }  
51  
52     }  
53 }
```