

```
1 using System;
2 using SplashKitSDK;
3
4 namespace Drawing
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             do
13             {
14                 SplashKit.ProcessEvents();
15                 SplashKit.ClearScreen();
16                 if (SplashKit.MouseClicked(MouseButton.LeftButton))
17                 {
18                     myShape.X = (float)SplashKit.MouseX();
19                     myShape.Y = (float)SplashKit.MouseY();
20                 }
21                 if (myShape.IsAt(SplashKit.MousePosition()))
22                 {
23                     if (SplashKit.KeyDown(KeyCode.SpaceKey))
24                     {
25                         myShape.Color = Color.Red;
26                     }
27                     myShape.Draw();
28                 }
29                 SplashKit.RefreshScreen();
30             } while (!SplashKit.WindowCloseRequested(window));
31         }
32     }
33 }
34 }
35
```