```csharp
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 MyRectangle : Shape
11     {
12         private int _width;
13         private int _height;
14
15         public MyRectangle(Color color, float x, float y, int width, int
             height) : base(color)
16         {
17             X = x;
18             Y = y;
19             Width = width;
20             Height = height;
21         }
22         public MyRectangle() : this(Color.Green, 0.0f, 0.0f, 100, 100)
23         {
24
25         }
26
27         public int Width
28         {
29             get { return _width; }
30             set { _width = value; }
31         }
32
33         public int Height
34         {
35             get { return _height; }
36             set { _height = value; }
37         }
38         public override void Draw()
39         {
40             SplashKit.FillRectangle(Color, X, Y, Width, Height);
41             if (Selected)
42             {
43                 DrawOutline();
44             }
45         }
46
47         public override void DrawOutline()
48         {
```

```
49              SplashKit.DrawRectangle(Color.Black, X - 2, Y - 2, Width + 4,  ⇝
                    Height + 4);
50          }
51
52      public override bool IsAt(Point2D pt)
53      {
54          return SplashKit.PointInRectangle(pt, SplashKit.RectangleFrom  ⇝
                (X, Y, Width, Height));
55      }
56  }
57 }
58
59
```