```csharp
1  using SplashKitSDK;
2  using System;
3  using System.Collections.Generic;
4  using System.Drawing;
5  using System.Linq;
6  using System.Text;
7  using System.Threading.Tasks;
8
9  namespace Drawing_Class_Task
10 {
11     public class Shape
12     {
13         private SplashKitSDK.Color _color;
14         private float _x;
15         private float _y;
16         private int _width;
17         private int _height;
18         private bool _selected;
19         public Shape()
20         {
21             _color = SplashKitSDK.Color.Green;
22             _x = 0;
23             _y = 0;
24             _width = 100;
25             _height = 100;
26
27
28         }
29         public SplashKitSDK.Color Color
30         {
31             get { return _color; }
32             set { _color = value; }
33         }
34
35         public float X
36         {
37             get { return _x; }
38             set { _x = value; }
39         }
40         public float Y
41         {
42             get { return _y; }
43             set { _y = value; }
44         }
45         public bool Selected
46         {
47             get
48             {
49                 return _selected;
```

```
50              }
51              set { _selected = value; }
52          }
53          public void Draw()
54          {
55              SplashKit.FillRectangle(_color, _x, _y, _width, _height);
56              if (Selected)
57              {
58                  DrawOutline();
59              }
60          }
61          public bool IsAt(Point2D p)
62          {
63              return SplashKit.PointInRectangle(p, SplashKit.RectangleFrom(X, ⮐
                    Y, _width, _height));
64          }
65          public void DrawOutline()
66          {
67              SplashKit.DrawRectangle(SplashKit.ColorBlack(), _x-2, _y -2,   ⮐
                    _width +4 , _height +4);
68          }
69      }
70  }
```