

```
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
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         public Shape()
19         {
20             _color = SplashKitSDK.Color.Green;
21             _x = 0;
22             _y = 0;
23             _width = 100;
24             _height = 100;
25         }
26         public SplashKitSDK.Color Color
27         {
28             get { return _color; }
29             set { _color = value; }
30         }
31
32         public float X
33         {
34             get { return _x; }
35             set { _x = value; }
36         }
37         public float Y
38         {
39             get { return _y; }
40             set { _y = value; }
41         }
42         public void Draw()
43         {
44             SplashKit.FillRectangle(_color, _x, _y, _width, _height);
45         }
46         public bool IsAt(Point2D p)
47         {
48             return SplashKit.PointInRectangle(p, SplashKit.RectangleFrom(X, Y, _width, _height));
```

```
49         }  
50  
51     }  
52 }  
53
```