

```
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 MyLine : Shape
11     {
12         private float _endX;
13         private float _endY;
14
15         public MyLine(Color color, float startX, float startY, float endX, float endY) : base(color)
16         {
17             X = startX;
18             Y = startY;
19             EndX = endX;
20             EndY = endY;
21         }
22
23         public MyLine() : this(Color.Blue, 0.0f, 0.0f, 50.0f, 20.0f)
24         {
25         }
26
27         public float EndX
28         {
29             get { return _endX; }
30             set { _endX = value; }
31         }
32
33         public float EndY
34         {
35             get { return _endY; }
36             set { _endY = value; }
37         }
38
39         public override void Draw()
40         {
41             if (Selected)
42                 DrawOutline();
43
44             SplashKit.DrawLine(Color, X, Y, X + EndX, Y + EndY);
45         }
46
47         public override void DrawOutline()
48         {
```

```
49         SplashKit.FillCircle(Color.Black, X, Y, 3);
50         SplashKit.FillCircle(Color.Black, X + EndX, Y + EndY, 3);
51     }
52
53     public override bool IsAt(Point2D pt)
54     {
55         return (pt.X >= X) && (pt.X <= (X + EndX)) &&
56             (pt.Y >= Y) && (pt.Y <= (Y + EndY));
57     }
58 }
59 }
60
61
```