```
1  using System;
2  using SplashKitSDK;
3  using System.Collections.Generic;
4  using System.Drawing;
5  using System.Linq;
6  using System.Text;
7  using System.Threading.Tasks;
8
9
10 namespace Drawing_Class_Task
11 {
12     public class Program
13     {
14         public static void Main()
15         {
16             Window window = new Window("Shape Drawer Task 3.3", 800, 600);
17             Drawing myDraw = new Drawing();
18             do
19             {
20                 SplashKit.ProcessEvents();
21                 SplashKit.ClearScreen();
22                 myDraw.Draw();
23
24                 if (SplashKit.MouseClicked(MouseButton.LeftButton))
25                 {
26                     Shape myShape = new Shape();
27
28                     Point2D mouseposition = SplashKit.MousePosition();
29                     myShape.X = (float)SplashKit.MouseX();
30                     myShape.Y = (float)SplashKit.MouseY();
31                     myDraw.AddShape(myShape);
32                 }
33
34                 if (SplashKit.KeyTyped(KeyCode.SpaceKey))
35                 {
36                     myDraw.background = SplashKit.RandomRGBColor(225);
37                 }
38
39                 if (SplashKit.KeyDown(KeyCode.DeleteKey)||SplashKit.KeyDown ↵
                     (KeyCode.BackspaceKey))
40                 {
41                     foreach (Shape shape in myDraw.SelectedShapes)
42                     {
43                         myDraw.RemoveShape(shape);
44                     }
45                 }
46
47                 if (SplashKit.MouseClicked(MouseButton.RightButton))
48                 {
```

```
49                      Point2D selected = SplashKit.MousePosition();
50                      myDraw.SelectShapesAt(selected);
51                  }
52
53                  SplashKit.RefreshScreen();
54
55
56              } while (!SplashKit.WindowCloseRequested(window));
57          }
58      }
59  }
60
```