

```
1 using System;
2 using _4._1._1;
3 using SplashKitSDK;
4
5 namespace _4_1_1
6 {
7     public class Program
8     {
9         private enum ShapeKind
10        {
11            Rectangle,
12            Circle,
13            Line
14        }
15        public static void Main()
16        {
17            Window window = new Window("Shape Drawer Task 4.1", 800, 600);
18            Drawing myDraw = new Drawing();
19            ShapeKind kindToAdd = ShapeKind.Rectangle;
20
21            do
22            {
23                SplashKit.ProcessEvents();
24
25                if (SplashKit.KeyTyped(KeyCode.SpaceKey))
26                {
27                    myDraw.background = SplashKit.RandomColor();
28                }
29
30                if (SplashKit.KeyTyped(KeyCode.RKey))
31                    kindToAdd = ShapeKind.Rectangle;
32                if (SplashKit.KeyTyped(KeyCode.CKey))
33                    kindToAdd = ShapeKind.Circle;
34                if (SplashKit.KeyTyped(KeyCode.LKey))
35                    kindToAdd = ShapeKind.Line;
36
37
38                if (SplashKit.MouseClicked(MouseButton.LeftButton))
39                {
40                    Shape newShape = new MyRectangle();
41
42                    switch (kindToAdd)
43                    {
44                        case ShapeKind.Rectangle:
45                            newShape = new MyRectangle();
46                            break;
47
48                        case ShapeKind.Circle:
```

```
49         newShape = new MyCircle();
50         break;
51
52
53         case ShapeKind.Line:
54             newShape = new MyLine();
55             break;
56     }
57
58     newShape.X = SplashKit.MouseX();
59     newShape.Y = SplashKit.MouseY();
60
61
62     myDraw.AddShape(newShape);
63 }
64
65 if (SplashKit.MouseClicked(MouseButton.RightButton))
66 {
67     Point2D mousePos;
68     mousePos.X = SplashKit.MouseX();
69     mousePos.Y = SplashKit.MouseY();
70
71     myDraw.SelectShapesAt(mousePos);
72 }
73
74 if (SplashKit.KeyTyped(KeyCode.BackspaceKey) ||
75     SplashKit.KeyTyped(KeyCode.DeleteKey))
76 {
77     var selectedShapes = myDraw.SelectedShapes;
78
79     foreach (var shape in selectedShapes)
80     {
81         myDraw.RemoveShape(shape);
82     }
83 }
84
85 myDraw.Draw();
86
87
88 SplashKit.RefreshScreen();
89 } while (!window.CloseRequested);
90 }
91 }
92 }
93
```