

```
1  using SplashKitSDK;
2
3  namespace ShapeDrawer
4  {
5      internal class Shape
6      {
7          private Color _color;
8          private float _x;
9          private float _y;
10         private int _width;
11         private int _height;
12
13         public Shape()
14         {
15             _color = Color.Green;
16             _x = _y = 0.0f;
17             _width = _height = 100;
18         }
19
20         public Color Color
21         {
22             get => _color;
23             set => _color = value;
24         }
25         public float X
26         {
27             get => _x;
28             set => _x = value;
29         }
30         public float Y
31         {
32             get => _y;
33             set => _y = value;
34         }
35         public int Width
36         {
37             get => _width;
38             set => _width = value;
39         }
40         public int Height
41         {
42             get => _height;
43             set => _height = value;
44         }
45         public void Draw()
46         {
47             SplashKit.FillRectangle(_color, _x, _y, _width, _height);
48         }
49     }
```

```
50     public bool IsAt(Point2D point)
51     {
52         if (point.X >= _x && point.X <= _x + _width)
53         {
54             if (point.Y >= _y && point.Y <= _y + _height)
55             {
56                 return true;
57             }
58         }
59         return false;
60     }
61 }
62 }
63 }
```