```csharp
1  using SplashKitSDK;
2
3  namespace ShapeDrawer
4  {
5      public class MyCircle : Shape
6      {
7          private int _radius;
8          public int Radius
9          {
10             get => _radius;
11             set => _radius = value;
12         }
13
14         public MyCircle(Color color, int radius) : base(color)
15         {
16             _radius = radius;
17         }
18
19         public MyCircle() : this (Color.Blue, 50)
20         {
21             _radius = 50;
22             Color = Color.Blue;
23         }
24
25         public override void DrawOutline()
26         {
27             SplashKit.FillCircle(Color.Black, X, Y, _radius + 2);
28         }
29
30         public override void Draw()
31         {
32             if (Selected)
33             {
34                 DrawOutline();
35             }
36
37             SplashKit.FillCircle(Color, X, Y, _radius);
38         }
39
40         public override bool IsAt(Point2D point)
41         {
42             if (point.X > X - _radius && point.X < X + _radius)
43             {
44                 if (point.Y > Y - _radius && point.Y < Y + _radius)
45                 {
46                     return true;
47                 }
48             }
49             return false;
```

```
50            }
51
52            public override void SaveTo(StreamWriter writer)
53            {
54                writer.WriteLine("Circle");
55                base.SaveTo(writer);
56                writer.WriteLine(Radius);
57            }
58
59            public override void LoadFrom(StreamReader reader)
60            {
61                base.LoadFrom(reader);
62                Radius = reader.ReadInteger();
63            }
64        }
65 }
66
```