

```
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 }  
53
```