```
1  using SplashKitSDK;
2
3  namespace ShapeDrawer
4  {
5      public class MyLine : Shape
6      {
7          private float _endX;
8          private float _endY;
9
10         public MyLine(Color color, float x, float y, float endX, float
             endY) : base(color)
11         {
12             X = x;
13             Y = y;
14             _endX = endX;
15             _endY = endY;
16         }
17
18         public MyLine() : this (Color.Red, 0.0f, 0.0f, 100.0f, 0.0f)
19         {
20             Color = Color.Red;
21             X = 0.0f;
22             Y = 0.0f;
23             _endX = 100.0f;
24             _endY = 0.0f;
25         }
26
27         public float EndX
28         {
29             get => _endX;
30             set => _endX = value;
31         }
32
33         public float EndY
34         {
35             get => _endY;
36             set => _endY = value;
37         }
38
39         public override bool IsAt(Point2D point)
40         {
41             if (point.X >= X && point.X <= X + EndX)
42             {
43                 if (point.Y >= Y - 2 && point.Y <= Y + 2)
44                 {
45                     return true;
46                 }
47             }
48             return false;
```

```
49          }
50
51          public override void Draw()
52          {
53              if (Selected)
54              {
55                  DrawOutline();
56              }
57              SplashKit.DrawLine(Color, X, Y, X + EndX, Y + EndY);
58          }
59
60          public override void DrawOutline()
61          {
62              SplashKit.FillCircle(Color.Black, X, Y, 4);
63              SplashKit.FillCircle(Color.Black, X + EndX, Y + EndY, 4);
64          }
65
66          public override void SaveTo(StreamWriter writer)
67          {
68              writer.WriteLine("Line");
69              base.SaveTo(writer);
70          }
71
72          public override void LoadFrom(StreamReader reader)
73          {
74              base.LoadFrom(reader);
75          }
76      }
77  }
78
```