

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

```
50     public abstract bool IsAt(Point2D point);
51
52     public abstract void DrawOutline();
53
54     public virtual void SaveTo(StreamWriter writer)
55     {
56         writer.WriteColor(Color);
57         writer.WriteLine(X);
58         writer.WriteLine(Y);
59     }
60
61     public virtual void LoadFrom(StreamReader reader)
62     {
63         Color = reader.ReadColor();
64         X = reader.ReadInt32();
65         Y = reader.ReadInt32();
66     }
67 }
68 }
69 }
```