

```
1 using System;
2 using Microsoft.VisualBasic;
3 using SplashKitSDK;
4
5 namespace ShapeDrawer
6 {
7     public class Program
8     {
9         public static void Main()
10        {
11            Window window = new Window("Shape Drawer", 800, 600);
12            Shape myShape = new Shape();
13
14            do
15            {
16                SplashKit.ProcessEvents();
17                SplashKit.ClearScreen();
18
19                if (SplashKit.MouseClicked(MouseButton.LeftButton))
20                {
21                    myShape.X = SplashKit.MouseX();
22                    myShape.Y = SplashKit.MouseY();
23                }
24
25                Point2D myPoint = new Point2D
26                {
27                    X = SplashKit.MouseX(), Y = SplashKit.MouseY()
28                };
29
30                if (SplashKit.KeyTyped(KeyCode.SpaceKey))
31                {
32                    if (myShape.IsAt(myPoint))
33                    {
34                        myShape.Color = SplashKit.RandomColor();
35                    }
36                }
37                myShape.Draw();
38                SplashKit.RefreshScreen();
39            }
40            while (!window.CloseRequested);
41        }
42    }
43 }
44
```