```csharp
1  using SplashKitSDK;
2  using System;
3  using System.Collections.Generic;
4  using System.Linq;
5  using System.Text;
6  using System.Threading.Tasks;
7
8  namespace ShapeDrawer
9  {
10     public class MyRectangle : Shape
11     {
12         private int _width;
13         private int _height;
14
15         public MyRectangle(Color color, float x, float y, int width, int ⮑
             height) : base(color)
16         {
17             X = x;
18             Y = y;
19             _width = width;
20             _height = height;
21         }
22
23         public MyRectangle() : this (Color.Green, 0.0f, 0.0f, 100, 100)
24         {
25             Color = Color.Green;
26             X = 0.0f;
27             Y = 0.0f;
28             _width = 100;
29             _height = 100;
30         }
31         public int Width
32         {
33             get => _width;
34             set => _width = value;
35         }
36
37         public int Height
38         {
39             get => _height;
40             set => _height = value;
41         }
42
43         public override void DrawOutline()
44         {
45             SplashKit.FillRectangle(Color.Black, X - 2, Y - 2, _width + 4, ⮑
                 _height + 4);
46         }
47
```

```
48          public override void Draw()
49          {
50              if (Selected)
51              {
52                  DrawOutline();
53              }
54              SplashKit.FillRectangle(Color, X, Y, _width, _height);
55          }
56
57          public override bool IsAt(Point2D point)
58          {
59              if (point.X >= X && point.X <= X + _width)
60              {
61                  if (point.Y >= Y && point.Y <= Y + _height)
62                  {
63                      return true;
64                  }
65              }
66              return false;
67          }
68
69      }
70  }
71
```