

```
1  using SplashKitSDK;
2  using System.IO;
3
4  namespace ShapeDrawer
5  {
6      public class Drawing
7      {
8          private readonly List<Shape> _shapes;
9          private Color _background;
10
11         public Color Background
12         {
13             get => _background;
14             set => _background = value;
15         }
16
17         public Drawing(Color background)
18         {
19             _shapes = new List<Shape>();
20             _background = background;
21         }
22
23         public Drawing() : this (Color.White)
24         {
25             _shapes = new List<Shape>();
26             _background = Color.White;
27         }
28
29         public int ShapeCount
30         {
31             get => _shapes.Count;
32         }
33
34         public void AddShape(Shape shape)
35         {
36             _shapes.Add(shape);
37         }
38
39         public void RemoveShape(Shape shape)
40         {
41             _= _shapes?.Remove(shape);
42         }
43
44         public void Draw()
45         {
46             SplashKit.ClearScreen(_background);
47             for (int i = 0; i < _shapes.Count; i++)
48             {
49                 if (_shapes[i].Selected)
```

```
50             {
51                 _shapes[i].DrawOutline();
52             }
53             _shapes[i].Draw();
54         }
55     }
56
57     public void SelectShapesAt(Point2D point)
58     {
59         foreach (Shape s in _shapes)
60         {
61             s.Selected = s.IsAt(point);
62         }
63     }
64
65     public List<Shape> SelectedShapes
66     {
67         get
68         {
69             List<Shape> result = new List<Shape>();
70             foreach (Shape s in _shapes)
71             {
72                 if (s.Selected)
73                 {
74                     result.Add(s);
75                 }
76             }
77             return result;
78         }
79     }
80
81     public void Save(string filename)
82     {
83         StreamWriter writer;
84
85         writer = new StreamWriter(filename);
86         try
87         {
88             writer.WriteColor(Background);
89             writer.WriteLine(ShapeCount);
90
91             foreach (Shape s in _shapes)
92             {
93                 s.SaveTo(writer);
94             }
95         }
96         finally
97         {
98             writer.Close();
```

```
99          }
100         }
101
102        public void Load(string filename)
103        {
104            StreamReader reader = new StreamReader(filename);
105            Shape s;
106            try
107            {
108                Background = reader.ReadColor();
109                int count = reader.ReadInt32();
110                _shapes.Clear();
111
112                for (int i = 0; i < count; i++)
113                {
114                    string kind = reader.ReadLine();
115
116                    switch (kind)
117                    {
118                        case "Rectangle":
119                            s = new MyRectangle();
120                            break;
121
122                        case "Circle":
123                            s = new MyCircle();
124                            break;
125
126                        case "Line":
127                            s = new MyLine();
128                            break;
129
130                        default:
131                            throw new InvalidDataException("Unknown shape & " +
132                                         kind: " + kind);
133
134                    s.LoadFrom(reader);
135                    _shapes.Add(s);
136                }
137            }
138            finally
139            {
140                reader.Close();
141            }
142        }
143    }
144 }
```