

```
1  using SplashKitSDK;
2
3  namespace ShapeDrawer
4  {
5      public class MyLine : Shape
6      {
7          private float _endX; // The distance from X
8          private float _endY; // The distance from Y
9
10         public MyLine(Color color, float x, float y, float endX, float      ↵
11                     endY) : base(color)
12         {
13             X = x;
14             Y = y;
15             _endX = endX;
16             _endY = endY;
17         }
18
19         public MyLine() : this (Color.Red, 0.0f, 0.0f, 100.0f, 0.0f)
20         {
21             Color = Color.Red;
22             X = 0.0f;
23             Y = 0.0f;
24             _endX = 100.0f;
25             _endY = 0.0f;
26         }
27
28         public float EndX
29         {
30             get => _endX;
31             set => _endX = value;
32         }
33
34         public float EndY
35         {
36             get => _endY;
37             set => _endY = value;
38         }
39
40         public override bool IsAt(Point2D point)
41         {
42             if (point.X >= X && point.X <= X + EndX)
43             {
44                 if (point.Y >= Y - 2 && point.Y <= Y + 2)
45                 {
46                     return true;
47                 }
48             }
49             return false;
50         }
51     }
52 }
```

```
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 }
67 }
```