

```
1  using SplashKitSDK;
2
3  namespace ShapeDrawer
4  {
5      public class MyCircle : Shape
6      {
7          private int _radius;
8          public int Radius
9          {
10              get => _radius;
11              set => _radius = value;
12          }
13
14          public MyCircle(Color color, int radius) : base(color)
15          {
16              _radius = radius;
17          }
18
19          public MyCircle() : this (Color.Blue, 50)
20          {
21              _radius = 50;
22              Color = Color.Blue;
23          }
24
25          public override void DrawOutline()
26          {
27              SplashKit.FillCircle(Color.Black, X, Y, _radius + 2);
28          }
29
30          public override void Draw()
31          {
32              if (Selected)
33              {
34                  DrawOutline();
35              }
36
37              SplashKit.FillCircle(Color, X, Y, _radius);
38          }
39
40          public override bool IsAt(Point2D point)
41          {
42              if (point.X > X - _radius && point.X < X + _radius)
43              {
44                  if (point.Y > Y - _radius && point.Y < Y + _radius)
45                  {
46                      return true;
47                  }
48              }
49          }
50      }
```

...\\Desktop\\COS20007\\Week_4\\4.1P\\ShapeDrawer\\MyCircle.cs

```
50     }
51 }
52 }
53
```