

```
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 }
```