

```
1  using System;
2  using Microsoft.VisualBasic;
3  using SplashKitSDK;
4
5  namespace ShapeDrawer
6  {
7      public class Program
8      {
9          private enum ShapeKind
10         {
11             Rectangle,
12             Circle,
13             Line
14         }
15         public static void Main()
16         {
17             ShapeKind kindToAdd = ShapeKind.Circle;
18             Window window = new Window("Shape Drawer", 800, 600);
19             Drawing myDrawing;
20
21             myDrawing = new Drawing();
22
23             do
24             {
25                 SplashKit.ProcessEvents();
26                 SplashKit.ClearScreen();
27
28                 if (SplashKit.KeyTyped(KeyCode.RKey))
29                 {
30                     kindToAdd = ShapeKind.Rectangle;
31                 }
32
33                 if (SplashKit.KeyTyped(KeyCode.CKey))
34                 {
35                     kindToAdd = ShapeKind.Circle;
36                 }
37
38                 if (SplashKit.KeyTyped(KeyCode.LKey))
39                 {
40                     kindToAdd = ShapeKind.Line;
41                 }
42
43                 if (SplashKit.MouseClicked(MouseButton.LeftButton))
44                 {
45                     Shape myShape;
46                     switch(kindToAdd)
47                     {
48                         case ShapeKind.Circle:
49                             myShape = new MyCircle();
```

```
50                     break;
51
52             case ShapeKind.Line:
53                 myShape = new MyLine();
54                 break;
55
56             default:
57                 myShape = new MyRectangle();
58                 break;
59         }
60
61         myShape.X = SplashKit.MouseX();
62         myShape.Y = SplashKit.MouseY();
63
64         myDrawing.AddShape(myShape);
65     }
66
67     Point2D myPoint = new Point2D()
68     {
69         X = SplashKit.MouseX()
70         , Y = SplashKit.MouseY()
71     };
72
73     if (SplashKit.KeyTyped(KeyCode.SpaceKey))
74     {
75         myDrawing.Background = SplashKit.RandomColor();
76     }
77
78     if (SplashKit.MouseClicked(MouseButton.RightButton))
79     {
80         myDrawing.SelectShapesAt(myPoint);
81     }
82
83     if ((SplashKit.KeyTyped(KeyCode.DeleteKey)) ||
84         (SplashKit.KeyTyped(KeyCode.BackspaceKey)))
85     {
86         foreach (Shape shape in myDrawing.SelectedShapes)
87         {
88             myDrawing.RemoveShape(shape);
89         }
90
91         myDrawing.Draw();
92
93         SplashKit.RefreshScreen();
94     }
95     while (!window.CloseRequested);
96 }
97 }
```

98 }

99