

```
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 endY) : base(color)
11        {
12            X = x;
13            Y = y;
14            _endX = endX;
15            _endY = endY;
16        }
17
18        public MyLine() : this (Color.Red, 0.0f, 0.0f, 100.0f, 0.0f)
19        {
20            Color = Color.Red;
21            X = 0.0f;
22            Y = 0.0f;
23            _endX = 100.0f;
24            _endY = 0.0f;
25        }
26
27        public float EndX
28        {
29            get => _endX;
30            set => _endX = value;
31        }
32
33        public float EndY
34        {
35            get => _endY;
36            set => _endY = value;
37        }
38
39        public override bool IsAt(Point2D point)
40        {
41            if (point.X >= X && point.X <= X + EndX)
42            {
43                if (point.Y >= Y - 2 && point.Y <= Y + 2)
44                {
45                    return true;
46                }
47            }
48            return false;
```

```
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
```