

```
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             Drawing myDrawing;
13
14             myDrawing = new Drawing();
15
16             do
17             {
18                 SplashKit.ProcessEvents();
19                 SplashKit.ClearScreen();
20
21                 Point2D myPoint = new Point2D()
22                 {
23                     X = SplashKit.MouseX(),
24                     Y = SplashKit.MouseY()
25                 };
26
27                 if (SplashKit.MouseClicked(MouseButton.LeftButton))
28                 {
29                     Shape myShape = new Shape();
30                     myShape.X = SplashKit.MouseX();
31                     myShape.Y = SplashKit.MouseY();
32
33                     myDrawing.AddShape(myShape);
34                 }
35
36                 if (SplashKit.KeyTyped(KeyCode.SpaceKey))
37                 {
38                     myDrawing.Background = SplashKit.RandomColor();
39                 }
40
41                 if (SplashKit.MouseClicked(MouseButton.RightButton))
42                 {
43                     myDrawing.SelectShapesAt(myPoint);
44                 }
45
46                 if ((SplashKit.KeyTyped(KeyCode.DeleteKey)) ||
47                     (SplashKit.KeyTyped(KeyCode.BackspaceKey)))
48                 {
49                     foreach (Shape shape in myDrawing.SelectedShapes)
```

```
49             {
50                 myDrawing.RemoveShape(shape);
51             }
52         }
53
54         myDrawing.Draw();
55
56         SplashKit.RefreshScreen();
57     }
58     while (!window.CloseRequested);
59 }
60 }
61 }
62 }
```