

```
1 using SplashKitSDK;
2
3 namespace ShapeDrawer
4 {
5     public abstract class Shape
6     {
7         private Color _color;
8         private float _x;
9         private float _y;
10        private bool _selected;
11
12        public Shape(Color color)
13        {
14            _color = color;
15            _x = _y = 0.0f;
16        }
17
18        public Shape() : this (Color.Yellow)
19        {
20            _color = Color.Yellow;
21            _x = _y = 0.0f;
22        }
23
24        public bool Selected
25        {
26            get => _selected;
27            set => _selected = value;
28        }
29
30        public Color Color
31        {
32            get => _color;
33            set => _color = value;
34        }
35
36        public float X
37        {
38            get => _x;
39            set => _x = value;
40        }
41
42        public float Y
43        {
44            get => _y;
45            set => _y = value;
46        }
47
48        public abstract void Draw();
49
```

```
50     public abstract bool IsAt(Point2D point);
51
52     public abstract void DrawOutline();
53
54     public virtual void SaveTo(StreamWriter writer)
55     {
56         writer.WriteColor(Color);
57         writer.WriteLine(X);
58         writer.WriteLine(Y);
59     }
60
61     public virtual void LoadFrom(StreamReader reader)
62     {
63         Color = reader.ReadColor();
64         X = reader.ReadInteger();
65         Y = reader.ReadInteger();
66     }
67 }
68 }
69
```