

```
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
```