

```
1 using SplashKitSDK;
2
3 namespace DrawingShape
4 {
5     public class MyLine : Shape
6     {
7         private float _endX, _endY;
8
9         public MyLine() : this(Color.Green)
10        {
11        }
12
13        public MyLine(Color color) : base(color)
14        {
15            Color = color;
16            _endX = 700;
17            _endY = 500;
18        }
19
20        public float EndX
21        {
22            get { return _endX; }
23            set { _endX = value; }
24        }
25
26        public float EndY
27        {
28            get { return _endY; }
29            set { _endY = value; }
30        }
31
32        public override void SaveTo(System.IO.StreamWriter writer)
33        {
34            writer.WriteLine("Line");
35            base.SaveTo(writer);
36            writer.WriteLine(_endX);
37            writer.WriteLine(_endY);
38        }
39
40        public override void LoadFrom(System.IO.StreamReader reader)
41        {
42            base.LoadFrom(reader);
43            _endX = reader.ReadSingle();
44            _endY = reader.ReadSingle();
45        }
46
47        public override void Draw()
48        {
49            if(Selected)
```

```
50     {  
51         DrawOutline();  
52     }  
53     SplashKit.DrawLine(Color, X, Y, _endX, _endY);  
54 }  
55  
56 public override void DrawOutline()  
57 {  
58     SplashKit.FillCircle(Color.Black, X, Y, 5);  
59     SplashKit.FillCircle(Color.Black, _endX, _endY, 5);  
60 }  
61  
62 public override bool IsAt(Point2D pt)  
63 {  
64     return SplashKit.PointOnLine(pt, SplashKit.LineFrom(X, Y,   
65         _endX, _endY));  
66 }  
67 }  
68 }  
69
```