```csharp
1  using System;
2  using SplashKitSDK;
3
4  namespace ShapeDrawer
5  {
6      public class Shape
7      {
8          private Color _color;
9          private float _x, _y;
10         private int _width, _height;
11
12         public Shape()
13         {
14             _color = Color.Green;
15             _x = 0;
16             _y = 0;
17             _width = 100;
18             _height = 100;
19         }
20         public Color Color
21         {
22             get { return _color; }
23             set { _color = value; }
24         }
25         public float X
26         {
27             get { return _x; }
28             set { _x = value; }
29         }
30         public float Y
31         {
32             get { return _y; }
33             set { _y = value; }
34         }
35         public void Draw()
36         {
37             SplashKit.FillRectangle(_color, _x, _y, _width, _height);
38         }
39         public bool IsAt(Point2D pt)
40         {
41             return SplashKit.PointInRectangle(pt, SplashKit.RectangleFrom
                 (X, Y, _width, _height));
42         }
43     }
44 }
45
```