

```
1 using SplashKitSDK;
2
3 namespace DrawingShape
4 {
5     internal class MyCircle : Shape
6     {
7         int _radius;
8         public MyCircle() : base(color: Color.Green)
9         {
10             _radius = 50;
11         }
12
13         public MyCircle(Color color, int x, int y, int radius) : base
14             (color)
15         {
16             Color = color;
17             X = x;
18             Y = y;
19             _radius = radius;
20         }
21
22         public int Radius
23         {
24             get { return _radius; }
25             set { _radius = value; }
26         }
27
28         public override void Draw()
29         {
30             if (Selected)
31             {
32                 DrawOutline();
33             }
34             SplashKit.FillCircle(Color, X, Y, _radius);
35         }
36
37         public override void DrawOutline()
38         {
39             SplashKit.FillCircle(Color.Black, X, Y, _radius+2);
40         }
41
42         public override bool IsAt(Point2D pt)
43         {
44             double a = (double)(pt.X - X);
45             double b = (double)(pt.Y - Y);
46             if (Math.Sqrt(a * a + b * b) < _radius)
47             {
48                 return true;
49             }
50         }
51     }
52 }
```

```
49         return false;
50     }
51 }
52 }
53
```