

```
1 using SplashKitSDK;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace DrawingShape
9 {
10     internal class Drawing
11     {
12         private readonly List<Shape> _shapes;
13         private Color _background;
14
15         public Color Background
16         {
17             get { return _background; }
18             set { _background = value; }
19         }
20
21         public List<Shape> Shapes
22         {
23             get { return _shapes; }
24         }
25
26         public Drawing(Color background)
27         {
28             _shapes = new List<Shape>();
29             _background = background;
30         }
31
32         public Drawing() : this(Color.White)
33         {
34
35         }
36
37         public int ShapeCount
38         {
39             get { return _shapes.Count; }
40         }
41
42         public void AddShape(Shape s)
43         {
44             _shapes.Add(s);
45         }
46
47         public void Draw()
48         {
49             SplashKit.ClearScreen(_background);
```

```
50         foreach (Shape s in _shapes)
51         {
52             s.Draw();
53         }
54         SplashKit.RefreshScreen();
55     }
56
57     public List<Shape> SelectedShapes
58     {
59         get
60         {
61             List<Shape> result = new List<Shape>();
62             foreach (Shape s in _shapes)
63             {
64                 if (s.Selected)
65                 {
66                     result.Add(s);
67                 }
68             }
69             return result;
70         }
71     }
72
73     public void SelectShapesAt(Point2D pt)
74     {
75         foreach (Shape s in _shapes)
76         {
77             if(s.IsAt(pt))
78             {
79                 s.Selected = true;
80             }
81             else
82             {
83                 s.Selected = false;
84             }
85         }
86     }
87 }
88
89
```