```
1  using System;
2  using SplashKitSDK;
3
4  namespace ShapeDrawer
5  {
6      public class Program
7      {
8          public static void Main()
9          {
10             Window window = new Window("Shape Drawer", 800, 600);
11             Shape myShape = new Shape();
12             do
13             {
14                 SplashKit.ProcessEvents();
15                 SplashKit.ClearScreen();
16                 if(SplashKit.MouseClicked(MouseButton.LeftButton))
17                 {
18                     myShape.X = SplashKit.MouseX();
19                     myShape.Y = SplashKit.MouseY();
20                 }
21                 Point2D pt = SplashKit.MousePosition();
22                 if (myShape.IsAt(pt) && SplashKit.KeyTyped
                      (KeyCode.SpaceKey))
23                 {
24                     myShape.Color = SplashKit.RandomRGBColor(255);
25                 }
26                 myShape.Draw();
27                 SplashKit.RefreshScreen();
28             } while (!window.CloseRequested);
29         }
30     }
31 }
32
```