

```
1 using System;
2 using System.Collections.Generic;
3 using SplashKitSDK;
4
5 namespace DrawingShape
6 {
7     public class Program
8     {
9         public static void Main()
10        {
11            Window window = new Window("Shape Drawer", 800, 600);
12            Drawing myDrawing = new Drawing();
13            do
14            {
15                SplashKit.ProcessEvents();
16                SplashKit.ClearScreen();
17                if (SplashKit.MouseClicked(MouseButton.LeftButton))
18                {
19                    Shape myShape = new Shape();
20                    myShape.X = SplashKit.MouseX();
21                    myShape.Y = SplashKit.MouseY();
22                    myDrawing.AddShape(myShape);
23                }
24                Point2D pt = SplashKit.MousePosition();
25                if(SplashKit.KeyTyped(KeyCode.SpaceKey))
26                {
27                    myDrawing.Background = SplashKit.RandomRGBColor(255);
28                }
29                if(SplashKit.MouseClicked(MouseButton.RightButton))
30                {
31                    foreach(Shape s in myDrawing.Shapes)
32                    {
33                        if(s.IsAt(pt))
34                        {
35                            s.Selected = !s.Selected;
36                        }
37                    }
38                }
39                if(SplashKit.KeyTyped(KeyCode.DeleteKey) ||
40                   SplashKit.KeyTyped(KeyCode.BackspaceKey))
41                {
42                    for (int i = myDrawing.ShapeCount - 1; i >= 0; i--)
43                    {
44                        if (myDrawing.Shapes[i].Selected)
45                        {
46                            myDrawing.Shapes.RemoveAt(i);
47                        }
48                    }
49                }
50            }
51        }
52    }
53 }
```

```
49         myDrawing.Draw();
50         SplashKit.RefreshScreen();
51     } while (!window.CloseRequested);
52     }
53 }
54 }
55
```