```csharp
1  using SplashKitSDK;
2
3  namespace DrawingShape
4  {
5      public class MyLine : Shape
6      {
7          private float _endX, _endY;
8
9          public MyLine() : this(Color.Green)
10         {
11         }
12
13         public MyLine(Color color) : base(color)
14         {
15             Color = color;
16             _endX = 700;
17             _endY = 500;
18         }
19
20         public float EndX
21         {
22             get { return _endX; }
23             set { _endX = value; }
24         }
25
26         public float EndY
27         {
28             get { return _endY; }
29             set { _endY = value; }
30         }
31
32         public override void Draw()
33         {
34             if(Selected)
35             {
36                 DrawOutline();
37             }
38             SplashKit.DrawLine(Color, X, Y, _endX, _endY);
39         }
40
41         public override void DrawOutline()
42         {
43             SplashKit.FillCircle(Color.Black, X, Y, 5);
44             SplashKit.FillCircle(Color.Black, _endX, _endY, 5);
45         }
46
47         public override bool IsAt(Point2D pt)
48         {
49             return SplashKit.PointOnLine(pt, SplashKit.LineFrom(X, Y,
```

```
                 _endX, _endY));
50          }
51
52      }
53  }
54
```