

```
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     public abstract class Shape
11     {
12         private Color _color;
13         private float _x, _y;
14         private int _width, _height;
15         private bool _selected;
16
17         public Shape(Color color)
18         {
19             _color = Color.Green;
20             _x = 0;
21             _y = 0;
22             _width = 100;
23             _height = 100;
24         }
25         public Color Color
26         {
27             get { return _color; }
28             set { _color = value; }
29         }
30         public float X
31         {
32             get { return _x; }
33             set { _x = value; }
34         }
35         public float Y
36         {
37             get { return _y; }
38             set { _y = value; }
39         }
40
41         public bool Selected { get; internal set; }
42
43         public virtual void SaveTo(StreamWriter writer)
44         {
45             writer.WriteLine(_color);
46             writer.WriteLine(_x);
47             writer.WriteLine(_y);
48         }
49     }
```

```
50     public virtual void LoadFrom(StreamReader reader)
51     {
52         _color = reader.ReadColor();
53         _x = reader.ReadInteger();
54         _y = reader.ReadInteger();
55     }
56
57     public abstract void Draw();
58
59     public abstract bool IsAt(Point2D pt);
60
61     public abstract void DrawOutline();
62 }
63 }
64
```