

```
1 using SplashKitSDK;
2
3 namespace DrawingShape
4 {
5     internal class MyRectangle : Shape
6     {
7         private int _width, _height;
8
9         public MyRectangle() : base(color: Color.Green)
10        {
11            _width = 100;
12            _height = 100;
13        }
14
15        public MyRectangle(Color color, int x, int y, int width, int height) : base(color)
16        {
17            Color = color;
18            X = x;
19            Y = y;
20            Width = width;
21            Height = height;
22        }
23
24        public int Width
25        {
26            get { return _width; }
27            set { _width = value; }
28        }
29
30        public int Height
31        {
32            get { return _height; }
33            set { _height = value; }
34        }
35
36        public override void Draw()
37        {
38            if (Selected)
39            {
40                DrawOutline();
41            }
42            SplashKit.FillRectangle(Color, X, Y, Width, Height);
43        }
44
45        public override void DrawOutline()
46        {
47            SplashKit.FillRectangle(Color.Black, X - 2, Y - 2, Width + 4, Height + 4);
```

```
48     }
49
50     public override bool IsAt(Point2D pt)
51     {
52         return SplashKit.PointInRectangle(pt, SplashKit.RectangleFrom ↗
            (X, Y, _width, _height));
53     }
54 }
55 }
56
```