

```
1 using SplashKitSDK;
2
3 namespace DrawingShape
4 {
5     internal class MyCircle : Shape
6     {
7         int _radius;
8         public MyCircle() : base(color: Color.Green)
9         {
10             _radius = 50;
11         }
12
13         public MyCircle(Color color, int x, int y, int radius) : base
14             (color)
15         {
16             Color = color;
17             X = x;
18             Y = y;
19             _radius = radius;
20         }
21
22         public int Radius
23         {
24             get { return _radius; }
25             set { _radius = value; }
26         }
27
28         public override void SaveTo(StreamWriter writer)
29         {
30             writer.WriteLine("Circle");
31             base.SaveTo(writer);
32             writer.WriteLine(_radius);
33         }
34
35         public override void LoadFrom(StreamReader reader)
36         {
37             base.LoadFrom(reader);
38             _radius = reader.ReadInteger();
39         }
40
41         public override void Draw()
42         {
43             if (Selected)
44             {
45                 DrawOutline();
46             }
47             SplashKit.FillCircle(Color, X, Y, _radius);
48         }
49     }
50 }
```

```
49     public override void DrawOutline()
50     {
51         SplashKit.FillCircle(Color.Black, X, Y, _radius+2);
52     }
53
54     public override bool IsAt(Point2D pt)
55     {
56         double a = (double)(pt.X - X);
57         double b = (double)(pt.Y - Y);
58         if (Math.Sqrt(a * a + b * b) < _radius)
59         {
60             return true;
61         }
62         return false;
63     }
64 }
65 }
66
```