

```
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     internal 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()
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 void DrawOutline()
44         {
45             SplashKit.FillRectangle(Color.Black, _x - 2, _y - 2, _width + 4, _height + 4);
46         }
47
48         public void Draw()
```

```
49     {
50         if (Selected)
51         {
52             DrawOutline();
53         }
54         SplashKit.FillRectangle(_color, _x, _y, _width, _height);
55     }
56
57     public bool IsAt(Point2D pt)
58     {
59         return SplashKit.PointInRectangle(pt, SplashKit.RectangleFrom ↗
60             (X, Y, _width, _height));
61     }
62 }
63
```