

```
1 namespace Grafico1
2 {
3     public class Rectangle
4     {
5         private double _x;
6         private double _y;
7
8         private double _width;
9         private double _height;
10
11
12         #region Constructores
13         public Rectangle()
14         {
15
16         }
17         public Rectangle(double PositionX, double PositionY, double widthValue, double heightValue)
18         {
19             _x = PositionX;
20             _y = PositionY;
21             _width = widthValue;
22             _height = heightValue;
23         }
24         #endregion
25
26
27         #region Properties
28         public double X
29         {
30             get{ return _x; }
31             set { _x = value; }
32         }
33         public double Y
34         {
35             get { return _y; }
36             set { _y = value; }
37         }
38
39         public double Width
40         {
41             get { return _width; }
42         }
43
44         public double Height
45         {
46             get { return _height; }
47         }
48         #endregion
49
50
51         // METODOS
52         public void SetWidth(double value)
```

```
53     {
54         _width = value;
55     }
56
57     public void SetHeight(double value)
58     {
59         _height = value;
60     }
61
62     public bool IntersectionRectangle(Rectangle rectangle)
63     {
64         if (this._x > rectangle._x && this._x < rectangle._x + ↗
65             rectangle._width &&
66             this._y > rectangle._y && this._y < rectangle._y + ↗
67                 rectangle._height)
68         {
69             return true;
70         }
71         return false;
72     }
73
74     public void DeleteActors(double value)
75     {
76         SetWidth(value);
77     }
78 }
79
```