

```
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         // CONSTRUCTORES
13         public Rectangle()
14         {
15             width = 1;
16             height = 1;
17         }
18         public Rectangle(double x, double y)
19         {
20             this.x = x;
21             this.y = y;
22             width = 1;
23             height = 1;
24         }
25
26
27         // GETTERS & SETTERS
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             set { width = value; }
43         }
44
45         public double Height
46         {
47             get { return height; }
48             set { height = value; }
49         }
50
51
52         // METODOS
53         public bool IntersectionRectangle(Rectangle r)
```

```
54     {
55         if (this.x > r.x && this.x < r.x + r.width) // TODO: 4  ➤
            CONDICIONALES?
56         {
57             return true;
58         }
59         return false;
60     }
61
62     public void Destroy()
63     {
64         double velocity = 0;
65         while(width > 0)
66         {
67
68
69         }
70     }
71 }
72 }
73
```