```csharp
1  namespace RepasoCurso
2  {
3      public class Square
4      {
5          private double _x;
6          private double _y;
7          private double _width;
8          private double _height;
9
10         public Square()
11         {
12
13         }
14
15         public Square(double x, double y, double width, double height)
16         {
17             _x = x;
18             _y = y;
19             _width = width;
20             _height = height;
21         }
22
23         public double GetDiagonal()
24         {
25             return Math.Sqrt(_width * _width + _height * _height);
26         }
27
28         public double GetArea()
29         {
30             return _width * _height;
31         }
32
33         public double GetPerimeter()
34         {
35             return _width * 2 + _height * 2;
36         }
37
38         public bool IntersectWithSquare(Square square)
39         {
40             if (square == null)
41                 return false;
42
43             if(_x + _width > square._x && _x < square._x +
                   square._width)
44             {
45                 return true;
46             }
47             if (_y + _height > square._y && _y < square._y +
                   square._height)
48             {
49                 return true;
50             }
51             return false;
```

```
52            }
53        }
54  }
55
```