

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using SplashKitSDK;
7
8 namespace ShapeDrawer
9 {
10     public 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 = 0.0f;
21             _y = 0.0f;
22             _width = 100;
23             _height = 100;
24         }
25
26         public Color Color
27         {
28             get
29             {
30                 return _color;
31             }
32             set
33             {
34                 _color = value;
35             }
36         }
37
38         public float X
39         {
40             get
41             {
42                 return _x;
43             }
44             set
45             {
46                 _x = value;
47             }
48         }
49     }
```

```
50     public float Y
51     {
52         get
53         {
54             return _y;
55         }
56         set
57         {
58             _y = value;
59         }
60     }
61
62     public int Width
63     {
64         get
65         {
66             return _width;
67         }
68         set
69         {
70             _width = value;
71         }
72     }
73
74     public int Height
75     {
76         get
77         {
78             return _height;
79         }
80         set
81         {
82             _height = value;
83         }
84     }
85
86     public void Draw()
87     {
88         SplashKit.FillRectangle(_color, _x, _y, _width, _height);
89
90         if (_selected)
91         {
92             DrawOutline();
93         }
94     }
95
96     public bool IsAt(Point2D pt)
97     {
98         return (pt.X >= X && pt.X <= X + Width) && (pt.Y >= Y && pt.Y <= Y + Height);
```

```
    <= Y + Height);  
99    }  
100  
101    public bool Selected  
102    {  
103        get  
104        {  
105            return _selected;  
106        }  
107        set  
108        {  
109            _selected = value;  
110        }  
111    }  
112  
113    public void DrawOutline()  
114    {  
115        SplashKit.DrawRectangle(Color.Black, _x - 1, _y - 1, _width + 2, _height + 2);  
116    }  
117 }  
118 }  
119
```