

```
1 using System;
2 using SplashKitSDK;
3
4 namespace ShapeDrawer
5 {
6     public class Program
7     {
8         public static void Main()
9         {
10             Window window = new Window("Shape Drawer", 800, 600);
11             Drawing myDrawing = new Drawing();
12
13             do
14             {
15                 SplashKit.ProcessEvents();
16                 SplashKit.ClearScreen();
17
18                 if (SplashKit.MouseClicked(MouseButton.LeftButton))
19                 {
20                     Shape newShape = new Shape();
21                     newShape.X = SplashKit.MouseX();
22                     newShape.Y = SplashKit.MouseY();
23                     myDrawing.AddShape(newShape);
24                 }
25
26                 if (SplashKit.KeyTyped(KeyCode.SpaceKey))
27                 {
28                     myDrawing.Background = Color.RandomRGB(175);
29                 }
30
31                 if (SplashKit.MouseClicked(MouseButton.RightButton))
32                 {
33                     myDrawing.SelectShapesAt(SplashKit.MousePosition());
34                 }
35
36                 if (SplashKit.KeyTyped(KeyCode.DeleteKey) ||
37                     SplashKit.KeyTyped(KeyCode.BackspaceKey))
38                 {
39                     foreach (Shape s in myDrawing.SelectedShapes)
40                     {
41                         myDrawing.RemoveShape(s);
42                     }
43
44                     myDrawing.Draw();
45
46                     SplashKit.RefreshScreen();
47                 } while (!window.CloseRequested);
48             }
```

49 }

50 }

51