```csharp
1  using System;
2  using Microsoft.Xna.Framework;
3  using Microsoft.Xna.Framework.Graphics;
4  using Microsoft.Xna.Framework.Input;
5
6  namespace coursework
7  {
8      abstract class InteractiveObject
9      {
10         public SpriteFont font;
11         public Rectangle rectangle;
12         public State state;
13         public string text;
14         public Texture2D texture;
15
16         public enum State
17         {
18             up,
19             down,
20             hover,
21             none
22         }
23
24         public void Draw(SpriteBatch drawButton)
25         {
26             switch (state)
27             {
28                 case State.none:
29                     drawButton.Draw(texture, rectangle, Color.White);
30                     break;
31                 case State.down:
32                     drawButton.Draw(texture, rectangle, Color.LightBlue);
33
34                     break;
35                 case State.hover:
36                     drawButton.Draw(texture, rectangle, Color.Gray);
37                     break;
38                 case State.up:
39                     drawButton.Draw(texture, rectangle, Color.White);
40                     break;
41             }
42             var x = (rectangle.X + (rectangle.Width / 2)) - (font.MeasureString
                   (text).X / 2);
43             var y = (rectangle.Y + (rectangle.Height / 2)) -
                   (font.MeasureString(text).Y / 2);
44
45             drawButton.DrawString(font, text, new Vector2(x, y), Color.Black);
46         }
47         public abstract void Update(MouseState mouseState, SpriteBatch
               spriteBatch);
48     }
49 }
50
```