

```
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     class Button : InteractiveObject
9     {
10
11         public event EventHandler Click;
12         public Button(Rectangle rectangle, Texture2D texture, SpriteFont font, ↗
13             string text)
14         {
15             this.rectangle = rectangle;
16             this.texture = texture;
17             this.font = font;
18             this.text = text;
19         }
20         /// <summary>
21         /// check mouse loaction and update colour of button to show hover/ ↗
22         /// press
23         /// </summary>
24         /// <param name="mouseState"></param>
25         /// <param name="spriteBatch"></param>
26         public override void Update(MouseState mouseState, spriteBatch ↗
27             spriteBatch)
28         {
29             if (rectangle.Contains(mouseState.X, mouseState.Y))
30             {
31                 if (mouseState.LeftButton == ButtonState.Pressed)
32                 {
33                     state = State.down;
34                 }
35                 else if (state != State.down)
36                 {
37                     state = State.hover;
38                 }
39                 else
40                 {
41                     state = State.up;
42                     Click?.Invoke(this, new EventArgs());
43                 }
44             }
45             else
46             {
47                 state = State.none;
48             }
49             Draw(spriteBatch);
50         }
51     }
```