

```
1 using System;
2 using SplashKitSDK;
3 namespace ShapeDrawer
4 {
5     public class Program
6     {
7         public static void Main()
8         {
9             Window window = new Window("Shape Drawer", 800, 600);
10            Shape myShape = new Shape();
11
12            do
13            {
14                SplashKit.ProcessEvents();
15                SplashKit.ClearScreen();
16                myShape.Draw();
17
18                if (SplashKit.MouseClicked(MouseButton.LeftButton))
19                {
20                    myShape.X = SplashKit.MouseX();
21                    myShape.Y = SplashKit.MouseY();
22                }
23
24                if ((SplashKit.KeyTyped(KeyCode.SpaceKey)) &&
25                    (myShape.IsAt(SplashKit.MousePosition())))
26                {
27                    myShape.Color = SplashKit.RandomColor();
28                }
29
30                SplashKit.RefreshScreen();
31            } while (!window.CloseRequested);
32        }
33    }
34
```