

```
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;
14         private float _y;
15         private int _width;
16         private int _height;
17
18         public Color Color
19         {
20             get
21             {
22                 return _color;
23             }
24             set
25             {
26                 _color = value;
27             }
28         }
29
30         public float X
31         {
32             get
33             {
34                 return _x;
35             }
36             set
37             {
38                 _x = value;
39             }
40         }
41
42         public float Y
43         {
44             get
45             {
46                 return _y;
47             }
48             set
49             {
50                 _y = value;
51             }
52         }
53     }
```

```
54     public int Width
55     {
56         get
57         {
58             return _width;
59         }
60         set
61         {
62             _width = value;
63         }
64     }
65
66     public int Height
67     {
68         get
69         {
70             return _height;
71         }
72         set
73         {
74             _height = value;
75         }
76     }
77
78     public Shape()
79     {
80         _color = SplashKit.ColorGreen();
81         _x = 0.0f;
82         _y = 0.0f;
83         _width = 100;
84         _height = 100;
85     }
86
87     public void Draw()
88     {
89         SplashKit.FillRectangle(_color, _x, _y, _width, _height);
90     }
91
92     public bool IsAt(Point2D pt)
93     {
94         if ((pt.X >= X) && (pt.X <= _x + _width) && (pt.Y >= _y) &&
95             (pt.Y <= _y + _height))
96         {
97             return true;
98         }
99         else
100         {
101             return false;
102         }
103     }
104 }
105
```