

Shape.cs

```
using System;
using System.Collections.Generic;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using SplashKitSDK;
using Color = SplashKitSDK.Color;
```

```
namespace ShapeDrawer
```

```
{
    public class Shape
    {
        private Color _color;
        private float _x;
        private float _y;
        private int _width;
        private int _height;

        public Shape()
        {
            _color = Color.Green;
            _x = 0.0f;
            _y = 0.0f;
            _width = 100;
            _height = 100;
        }

        public SplashKitSDK.Color Color
        {
            get { return _color; }
        }
    }
}
```

```

        set { _color = value; }

    }

    public float X
    { get { return _x; } set { _x = value; } }

    public float Y
    { get { return _y; } set { _y = value; } }

    public int Width
    { get { return _width; } set { _width = value; } }

    public int Height { get { return _height; } set { _height = value; } }

    public void Draw()
    {
        SplashKit.FillRectangle (_color,_x,_y,_width,_height);
    }

    public bool IsAt(PointF pt)
    {
        return (pt.X >= _x && pt.X <= _x + _width) && (pt.Y >= _y && pt.Y <= _y + _height);
    }
}

```

Program.cs

```
using System;
```

```
using SplashKitSDK;
```

```
namespace ShapeDrawer
```

```
{
```

```
public class Program
{
    public static void Main()
    {

        Shape myShape = new Shape();

        Window window = new Window("Shape Drawer", 800, 600);

        do
        {

            SplashKit.ProcessEvents();
            window.Clear(Color.White);

            myShape.Draw();

            if (SplashKit.MouseClicked(MouseButton.LeftButton))
            {

                myShape.X = SplashKit.MouseX();
                myShape.Y = SplashKit.MouseY();
            }

            window.Refresh(60);
        } while (!window.CloseRequested);
```

```
        window.Close();  
    }  
}  
}
```

Output:



