2.3 correction

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);

                // Get the mouse position as a Point2D from SplashKit
                Point2D mousePosition = SplashKit.MousePosition();

                // Check if the spacebar is pressed and if the mouse is over myShape
                if (SplashKit.KeyTyped(KeyCode.SpaceKey) && myShape.IsAt(mousePosition))
                {
                    myShape.Color = SplashKit.RandomColor();
                }

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

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

            myShape.Draw(); // Draw the shape before refreshing

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

Shape.cs

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

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 = 200;
    _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);
        }

        // Change the parameter type to SplashKitSDK.Point2D
        public bool IsAt(Point2D pt)
        {
            return (pt.X >= _x && pt.X <= _x + _width) && (pt.Y >= _y && pt.Y <= _y + _height);
        }
    }
}
```