Selected files

2 printable files

Swinburne/OOP/Week 2/2.3/Program.cs
Swinburne/OOP/Week 2/2.3/Shape.cs

Swinburne/OOP/Week 2/2.3/Program.cs

```
using System;
using SplashKitSDK;

namespace ShapeDrawer
{
    public class Program
    {
        public static void Main()
        {
            Window window = new Window("Shape Drawer", 800, 600);
            Shape myShape = new Shape(194);

            do
            {
                SplashKit.ProcessEvents();
                SplashKit.ClearScreen();
                myShape.Draw();

                if (SplashKit.MouseClicked(MouseButton.LeftButton))
                {
                    myShape.X = SplashKit.MouseX();
                    myShape.Y = SplashKit.MouseY();
                }

                if (SplashKit.KeyTyped(KeyCode.SpaceKey) &&
myShape.IsAt(SplashKit.MousePosition()))
                {
                    myShape.Color = SplashKit.RandomColor();
                }

                myShape.Draw();
                SplashKit.RefreshScreen();
            } while (!window.CloseRequested);
        }
    }
}

```

Swinburne/OOP/Week 2/2.3/Shape.cs

```
using SplashKitSDK;

namespace ShapeDrawer
```

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

        public Shape(int param)
        {
            _color = Color.Chocolate;
            _x = 0.0f;
            _y = 0.0f;
            _width = param;
            _height = param;
        }

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

        public bool IsAt(Point2D pt)
        {
            return (pt.X >= _x) && (pt.X <= (_x + _width))
                && (pt.Y >= _y) && (pt.Y <= (_y + _height));
        }

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

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

        public Color Color
        {
            get { return _color; }
            set { _color = value; }
        }

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

```

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

Some Screenshots: