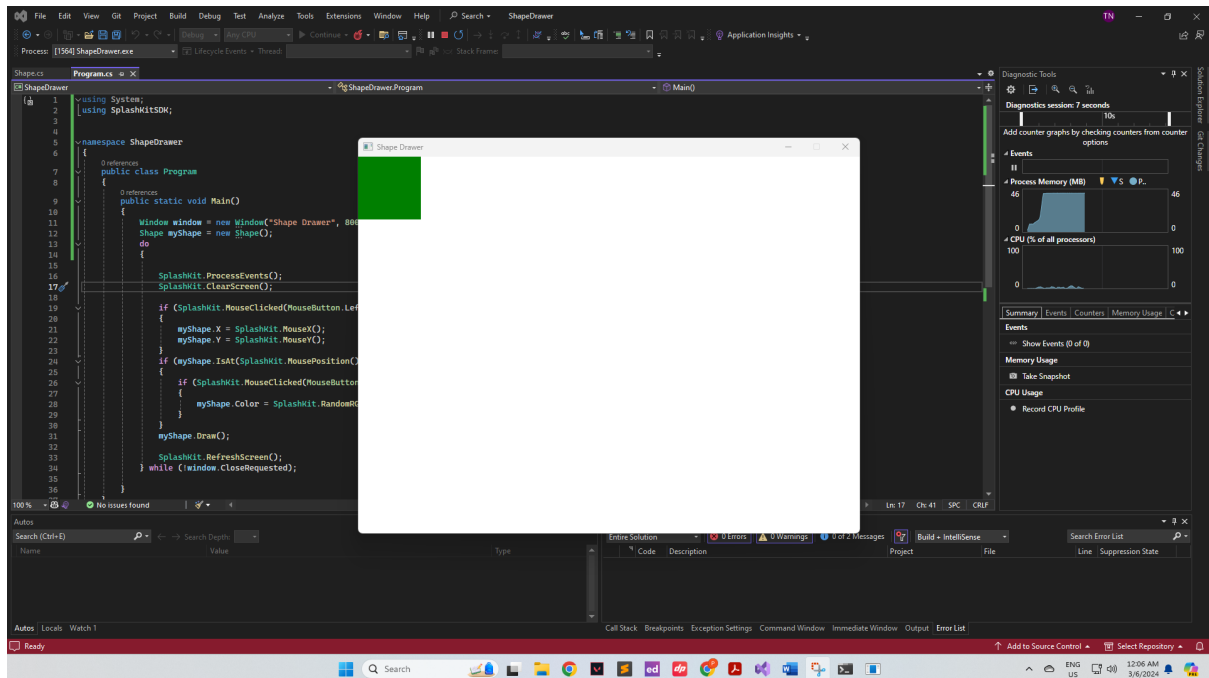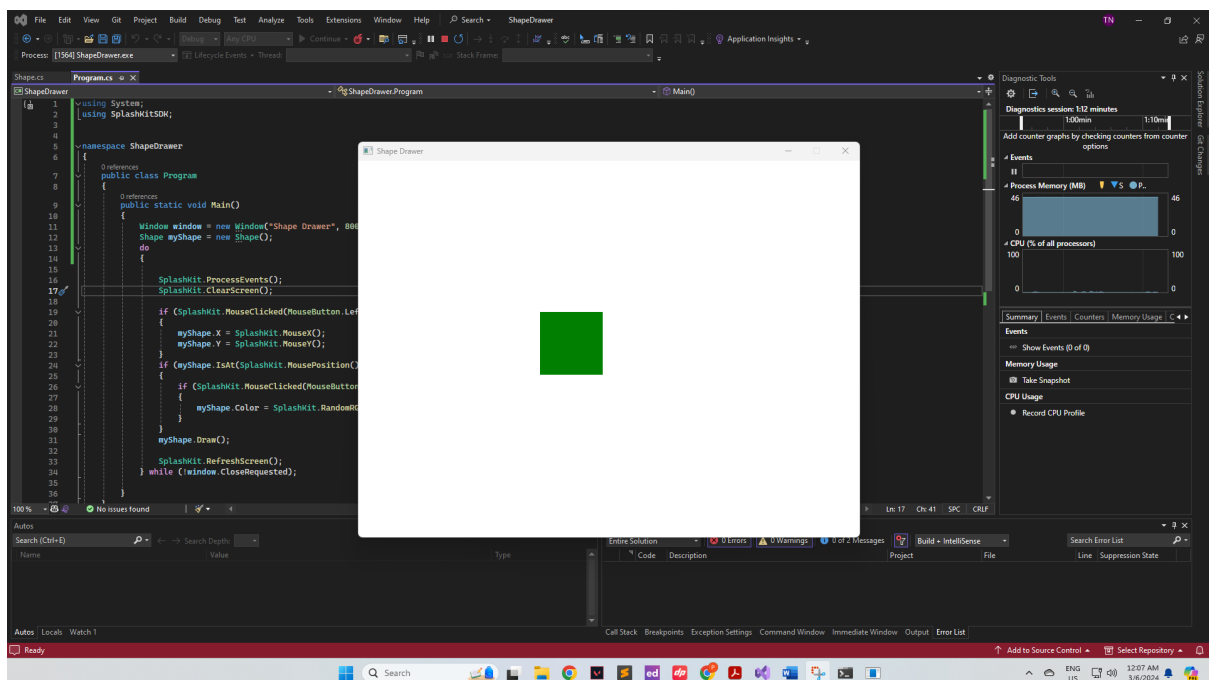# Shape Drawer

Running at first, program look like:

When left-clicking to another place inside the window:

When right-click inside the green square(change to another random color):

```csharp
using System;
using SplashKitSDK;

namespace ShapeDrawer
{
    public class Program
    {
        public static void Main()
        {
            Window window = new Window("Shape Drawer", 800
            Shape myShape = new Shape();
            do
            {
                SplashKit.ProcessEvents();
                SplashKit.ClearScreen();

                if (SplashKit.MouseClicked(MouseButton.Lef
                {
                    myShape.X = SplashKit.MouseX();
                    myShape.Y = SplashKit.MouseY();
                }
                if (myShape.IsAt(SplashKit.MousePosition()
                {
                    if (SplashKit.MouseClicked(MouseButton
                    {
                        myShape.Color = SplashKit.RandomRG
                    }
                }
                myShape.Draw();

                SplashKit.RefreshScreen();
            } while (!window.CloseRequested);
        }
    }
}
```