﻿using System;

namespace PacMan {

public class Chixel {

public char Glyph;

public ConsoleColor ForgroundColor { get; set; }

public ConsoleColor BackgroundColor { get; set; }

public bool Dirty { get; set; }

public Chixel(char glyph, ConsoleColor fgColor = ConsoleColor.White, ConsoleColor bgColor = ConsoleColor.Black) {

Glyph = glyph;

ForgroundColor = fgColor;

BackgroundColor = bgColor;

Dirty = true;

}

public Chixel(Chixel other) {

Glyph = other.Glyph;

ForgroundColor = other.ForgroundColor;

BackgroundColor = other.BackgroundColor;

Dirty = true;

}

public override string ToString() {

return Glyph.ToString();

}

}

}