```
class String
{
   constructor String new(int maxLength)
   method void   dispose()
   method int    length()
   method char   charAt(int j)
   method void   setCharAt(int j, char c)
   method String appendChar(char c)
   method void   eraseLastChar()
   method int    intValue()
   method void   setInt(int j)
   function char backSpace()
   function char doubleQuote()
   function char newLine()
}

class Math
{
   function void init()
   function int abs(int x)
   function int multiply(int x, int y)
   function int divide(int x, int y)
   function int min(int x, int y)
   function int max(int x, int y)
   function int sqrt(int x)
}

class Screen
{
   function void clearScreen()
   function void setColor(boolean b)
   function void drawPixel(int x, int y)
   function void drawLine(int x1, int y1, int x2, int y2)
   function void drawRectangle(int x1, int y1, int x2, int y2)
   function void drawCircle(int x, int y, int r)
}

class Output
{
   function void moveCursor(int i, int j)
   function void printChar(char c)
   function void printString(String s)
   function void printInt(int i)
   function void println()
   function void backSpace()
}
```

```
class Keyboard
{
    function char keyPressed()
    function char readChar()
    function String readLine(String message)
    function int readInt(String message)
}

class Memory
{
    function int peek(int address)
    function void poke(int address, int value)
    function Array alloc(int size)
    function void deAlloc(Array o)
}

class Sys
{
    function void halt():
    function void error(int errorCode)
    function void wait(int duration)
}

class Array
{
    function Array new(int size)
    method void dispose()
}
```