

```

using System;
using SplashKitSDK;

namespace ShapeCalculator
{
    public static class Extensions
    {
        //Converts a string to a Splashkit color
        public static Color ToColor(this string color)
        {
            var validColors = SplashKitColorRetriever.GetAllColors();
            if (validColors.TryGetValue(color.ToLower(), out var result))
            {
                return result;
            }
            return SplashKit.RGBColor(255, 255, 255); // default to white
        }

        //Converts a Splashkit color to its string representation
        public static string FromColor(this Color color)
        {
            var validColors = SplashKitColorRetriever.GetAllColors();
            foreach (var kvp in validColors)
            {
                if (AreColorsEqual(color, kvp.Value))
                {
                    return kvp.Key;
                }
            }
            return "white"; // default to white if color not recognized
        }

        //Checks if two colors are equal
        private static bool AreColorsEqual(Color c1, Color c2)
        {
            return c1.R == c2.R && c1.G == c2.G && c1.B == c2.B;
        }
    }
}

```