```csharp
1  using System;
2  using System.IO;
3  using SplashKitSDK;
4
5  namespace MyGame
6  {
7      public static class ExtensionMethod
8      {
9          public static int ReadInteger(this StreamReader reader)
10         {
11             return Convert.ToInt32(reader.ReadLine());
12         }
13
14         public static float ReadSingle(this StreamReader reader)
15         {
16             return Convert.ToSingle(reader.ReadLine());
17         }
18
19         public static Color ReadColor(this StreamReader reader)
20         {
21             return Color.RGBColor(reader.ReadSingle(), reader.ReadSingle(),
                   reader.ReadSingle());
22         }
23
24         public static void WriteColor(this StreamWriter writer, Color clr)
25         {
26             writer.WriteLine("{0}\n{1}\n{2}", clr.R, clr.G, clr.B);
27         }
28     }
29 }
30
```