

```
1 using System;
2 using System.IO;
3 using SplashKitSDK;
4
5 namespace ShapeDrawer
6 {
7     public static class ExtensionMethods
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(),
22                                   reader.ReadSingle());
23        }
24
25        public static void WriteColor(this StreamWriter writer, Color clr)
26        {
27            writer.WriteLine("{0}\n{1}\n{2}", clr.R, clr.G, clr.B);
28        }
29    }
30 }
```