

```
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 }
```