

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