

## console.cm

```
/*  
  
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    )  
  
*/  
  
// Copyright (c) 1994  
// Hewlett-Packard Company  
// Copyright (c) 1996  
// Silicon Graphics Computer Systems, Inc.  
// Copyright (c) 2009 Alexander Stepanov and Paul McJones  
  
using System.IO;  
  
namespace System  
{  
    public static class Console  
    {  
        static nothrow Console(): in(new InputFileStream()), out(new  
            OutputFileStream(stdout)), err(new OutputFileStream(stderr))  
        {  
        }  
        public static string ReadLine()  
        {  
            return in->ReadLine();  
        }  
        public static string ReadToEnd()  
        {  
            return in->ReadToEnd();  
        }  
        public static void Write(const char* s)  
        {  
            out->Write(s);  
        }  
        public static void Write(const string& s)  
        {  
            out->Write(s);  
        }  
        public static void Write(char c)  
        {  
            out->Write(c);  
        }  
        public static void Write(byte b)  
        {  

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        out->Write(b);
    }
    public static void Write(sbyte s)
    {
        out->Write(s);
    }
    public static void Write(short s)
    {
        out->Write(s);
    }
    public static void Write(ushort u)
    {
        out->Write(u);
    }
    public static void Write(int i)
    {
        out->Write(i);
    }
    public static void Write(uint u)
    {
        out->Write(u);
    }
    public static void Write(long l)
    {
        out->Write(l);
    }
    public static void Write(ulong u)
    {
        out->Write(u);
    }
    public static void Write(bool b)
    {
        out->Write(b);
    }
    public static void Write(float f)
    {
        out->Write(f);
    }
    public static void Write(double d)
    {
        out->Write(d);
    }
    public static void WriteLine()
    {
        out->WriteLine();
    }
    public static void WriteLine(const char* s)
    {
        out->WriteLine(s);
    }
    public static void WriteLine(const string& s)
    {
        out->WriteLine(s);
    }

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}
public static void WriteLine(char c)
{
    out->WriteLine(c);
}
public static void WriteLine(byte b)
{
    out->WriteLine(b);
}
public static void WriteLine(sbyte s)
{
    out->WriteLine(s);
}
public static void WriteLine(short s)
{
    out->WriteLine(s);
}
public static void WriteLine(ushort u)
{
    out->WriteLine(u);
}
public static void WriteLine(int i)
{
    out->WriteLine(i);
}
public static void WriteLine(uint u)
{
    out->WriteLine(u);
}
public static void WriteLine(long l)
{
    out->WriteLine(l);
}
public static void WriteLine(ulong u)
{
    out->WriteLine(u);
}
public static void WriteLine(bool b)
{
    out->WriteLine(b);
}
public static void WriteLine(float f)
{
    out->WriteLine(f);
}
public static void WriteLine(double d)
{
    out->WriteLine(d);
}
public static InputStream& In()
{
    return *in;
}

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    public static OutputStream& Out()
    {
        return *out;
    }
    public static OutputStream& Error()
    {
        return *err;
    }
    public static void SetIn(UniquePtr<InputStream>&& in_)
    {
        in = in_;
    }
    public static void SetOut(UniquePtr<OutputStream>&& out_)
    {
        out = out_;
    }
    public static void SetError(UniquePtr<OutputStream>&& err_)
    {
        err = err_;
    }
    private static UniquePtr<InputStream> in;
    private static UniquePtr<OutputStream> out;
    private static UniquePtr<OutputStream> err;
}
}

```