```java
public class StdIn {
    methods for reading individual tokens from standard input
    boolean isEmpty() // is standard input empty (or only whitespace)?
    int readInt() // read a token, convert it to an int, and return it
    double readDouble() // read a token, convert it to a double, and return it
    boolean readBoolean() // read a token, convert it to a boolean, and return it
    String readString() // read a token and return it as a String
    methods for reading characters from standard input
    boolean hasNextChar() // does standard input have any remaining characters?
    char readChar() // read a character from standard input and return it
    methods for reading lines from standard input
    boolean hasNextLine() // does standard input have a next line?
    String readLine() // read the rest of the line and return it as a String
    methods for reading the rest of standard input
    int[] readAllInts() // read all remaining tokens and return them as an int array
    double[] readAllDoubles() // read all remaining tokens and return them as a double array
    boolean[] readAllBooleans() // read all remaining tokens and return them as a boolean array
    String[] readAllStrings() // read all remaining tokens and return them as a String array
    String[] readAllLines() // read all remaining lines and return them as a String array
    String readAll() // read the rest of the input and return it as a String

    int sum = 0;
    while (!StdIn.isEmpty()) {
        int value = StdIn.readInt();
        sum += value;
    }
    System.out.println("sum is " + sum);
}
public class StdDraw (basic control commands)

- void setCanvasSize(int w, int h)
- void setXscale(double x0, double x1)
- void setYscale(double y0, double y1)
- void setPenRadius(double radius)

create canvas in screen window of width w and height h (in pixels)
reset x-scale to (x0, x1)
reset y-scale to (y0, y1)
set pen radius to radius

public class StdDraw (basic drawing commands)

- void line(double x0, double y0, double x1, double y1)
- void point(double x, double y)

public class StdDraw (shapes)

- void circle(double x, double y, double radius)
- void filledCircle(double x, double y, double radius)
- void square(double x, double y, double r)
- void filledSquare(double x, double y, double r)
- void rectangle(double x, double y, double r1, double r2)
- void filledRectangle(double x, double y, double r1, double r2)
- void polygon(double[] x, double[] y)
- void filledPolygon(double[] x, double[] y)

public class StdDraw (text and color commands)

- void text(double x, double y, String s)
- void setFont(Font font)
- void setPenColor(Color color)