

# algs4-Klassenbibliothek

Die Bluej-Projekte in diesem Wiki-Bereich binden die [Klassenbibliothek algs4](#) von [K. Wayne ein](#). Hier finden sich Links zur Dokumentation der Bibliothek.

Quelltext	JavaDoc
<a href="#">StdIn.java</a>	<a href="#">read numbers and text from standard input</a>
<a href="#">StdOut.java</a>	<a href="#">write numbers and text to standard output</a>
<a href="#">StdDraw.java</a>	<a href="#">draw geometric shapes in a window</a>
<a href="#">StdAudio.java</a>	<a href="#">create, play, and manipulate sound</a>
<a href="#">StdRandom.java</a>	<a href="#">generate random numbers</a>
<a href="#">StdStats.java</a>	<a href="#">compute statistics</a>
<a href="#">StdArrayIO.java</a>	<a href="#">read and write 1D and 2D arrays</a>
<a href="#">In.java</a>	<a href="#">read numbers and text from files and URLs</a>
<a href="#">Out.java</a>	<a href="#">write numbers and text to files</a>
<a href="#">Draw.java</a>	<a href="#">draw geometric shapes</a>
<a href="#">DrawListener.java</a>	<a href="#">support keyboard and mouse events in Draw</a>
<a href="#">Picture.java</a>	<a href="#">process digital images</a>
<a href="#">Stopwatch.java</a>	<a href="#">measure running time</a>
<a href="#">BinaryStdIn.java</a>	<a href="#">read bits from standard input</a>
<a href="#">BinaryStdOut.java</a>	<a href="#">write bits to standard output</a>
<a href="#">BinaryIn.java</a>	<a href="#">read bits from files and URLs</a>
<a href="#">BinaryOut.java</a>	<a href="#">write bits to files</a>

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