# What is an enum?

**The goal for this exercise** is for you to familiarize yourself with what an **enum** is.

Using any and all resources you can find (the **provided video**, the Internet/Google, books, friends/co-workers, classmates, etc), figure out what the C# language feature **enum** is. You're encouraged to discuss this with other students, using the newsgroup for this class.

There is a demo video located on the website that should contain all the information you need. In particular, the demo video stresses the two important points of an enum:

1. They're a way of replacing 'magic numbers' in your code with meaningful words
2. The compiler will help prevent you from accidentally using values that aren't defined in the enum)

Hint: If you're looking for further information, you might try looking for "C# enum tutorial", if you're looking for "HOW-TO" examples.

**What you need to do for this exercise:**  In the starter solution, in the **PCE\_Starter** project, in the What\_Is\_An\_Enum class, in a comment, you should put:

1. a quick explanation (2-3 sentences) of what an enum is, and why you'd want to use one.
2. a quick explanation of what advantages an enum has over a **public static readonly int** (or a **public const int**)?