Exercises – Enumerators

Exercises:

1. Create an enum called MonsterType and defines three different enumerators for it. Give it a “Count” enumerator so you can tell how many it has.
2. Create a Monster structure and give it a variable of type MonsterType.
3. Create an array of Monsters. Then write a for loop that loops through the array, indexes into each monster and assigns their MonterType using their index in the array.
4. Try adding a new value to the MonsterType enum. Can you do this without having to change any other code?