### Lesson 8: Enumerated Types (Enums)

* **Reading:** “The Rust Programming Language” Chapter 6.1
* **Assignments:** Read Chapter 6.1
* **Preflight:** No assignment but would be helpful to briefly Google Enums as required for additional understanding/
* **Lesson Goals:** 
  + Understand Enum usage
  + Remember Enum syntax
  + Apply Enums to common use-cases
* **Motivation:** Enums are extremely useful (and common in other programming languages) and their use in Rust’s control flow is no less important. It is critical that students can use enumerated types properly.
* **Lecture:** 
  + Briefly cover enum syntax
  + Explain the difference between enums & objects/structs in C
  + Show enums at play in some common scenarios:
    - Object states
    - Basic encoding of outcomes
    - Performance-critical code (speed & efficiency)
* **Lab:** Create and use (at least) 1 enum to show the state change of an object in a scenario of your choosing.