1. Create a new console project, call it ListEnumHW
2. Right click on the new project and select >> **new**<< then >> **class** << give the new class the name **Students**. That will create a new file, Students.cs, with an empty class definition. We will put 4 classes and 2 enums all in this one file.
3. Mark the class as abstract
4. Add 1 property to this class, a string property named **LastName**.
5. Inside this same class **file** (*not inside* the Students class) add these things below. When you are done, this one Students.cs file will have 4 class definitions and 2 enum definitions.
   1. Create an enum called **ClassSize** with 3 possible values, Large, VeryLarge, ExtemelyLarge.
   2. Create an enum called **Colors** with 3 possible values, red, blue, green.
   3. Create a new class called **GradeSchool** which inherits from Students.
      1. Add a property of type enum ClassSize named **Size**
      2. Add a property of type enum Colors named **FavoriteColor**
      3. Add a constructor that takes in **2** parameters. The first *parameter* is of type enum Color. It should use that passed in value to set its FavoriteColor enum *property*. The second *parameter* is a string, which is used to set the LastName *property*. Lastly, it should set the enum ClassSize to a value of Large
   4. Create a new class called HighSchool which inherits from Students.
      1. Add a property of type enum ClassSize named **Size**
      2. Add a property of type enum Colors named **FavoriteColor**
      3. Add a constructor that takes in **2** parameters. The first *parameter* is of type enum Color. It should use that passed in value to set its FavoriteColor enum *property*. The second *parameter* is a string, which is used to set the LastName *property*. Lastly, it should set the enum ClassSize to a value of VerryLarge
   5. Create a new class called College which inherits from Students.
      1. Add a property of type enum ClassSize named **Size**
      2. Add a property of type enum Colors named **FavoriteColor**
      3. Add a constructor that takes in **2** parameters. The first *parameter* is of type enum Color. It should use that passed in value to set its FavoriteColor enum *property*. The second *parameter* is a string, which is used to set the LastName *property*. Lastly, it should set the enum ClassSize to a value of ExtremelyLarge
6. Now go back to the Program.cs Main method and add code to use these classes and enums.
   1. Instantiate 6 objects
      1. A GradeSchool student1 who likes blue and name is Smith
      2. A GradeSchool student2 who likes green and name is Jones
      3. A HighSchool student3 who likes red and name is Lee
      4. A HighSchool student4 who likes blue and name is Yee
      5. A College student5 who likes green and name is Adelaida
      6. A College student6 who likes red and name is Rossi
   2. That should all be done with just 6 lines calling various class constructors. You should not set any *properties* in the lines following the calls to the constructors*.*
   3. Now create a new List<Students> and add all 6 of these objects to the list. Name the List whatever you like.
   4. Now create a foreach loop that goes through this new List and writes out each of the 6 last names.
   5. Now create a List<College> and add just student5 and student6, as they are the only College Students we have. Name this second List whatever you like.
   6. Now create a foreach loop that goes through this second List and writes out for each object the last name, the class size, and the favorite color.
   7. Add a Console.ReadLine(); statement at the end.
   8. Your output should look similar to this:

