```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Text.RegularExpressions;

namespace QuiddichV2._0
{
    public enum PasswordScore
    {
        Blank = 0,
        VeryWeak = 1,
        Weak = 2,
        Medium = 3,
        Strong = 4,
        VeryStrong = 5
    }

    public class PasswordAdvisor
    {
        public static PasswordScore CheckStrength(string password)
        {
            int score = 1;

            if (password.Length < 1)
                return PasswordScore.Blank;
            if (password.Length < 4)
                return PasswordScore.VeryWeak;

            if (password.Length >= 8)
                score++;
            if (password.Length >= 12)
                score++;
            if (password.Length >= 16)
                score++;
            if (password.Length >= 20)
                score++;
            if (Regex.Match(password, @"/\d+/", RegexOptions.ECMAScript).Success)
                score++;
            if (Regex.Match(password, @"/[a-z]/", RegexOptions.ECMAScript).Success ||
              Regex.Match(password, @"/[A-Z]/", RegexOptions.ECMAScript).Success)
                score++;
            if (Regex.Match(password, @"/.[!,@,#,$,%,^,&,*,?,_,~,-,£,(,)]/", RegexOptions.ECMAScript).Success)
                score++;

            return (PasswordScore)score;
        }
    }
}
```