





```
Enum EnvBothHands {
    one
    subHand
    botHand
    dontCare
}
```

```
Enum EnvEyesight {
    verySmallChar
    bigChar
    ADL [note: "Active Daily Life"]
    dontCare
}
```

```
Enum EnvHandWork {
    accurate
    big
    small
    dontCare
}
```

```
Enum EnvLiftPower {
    under5KG
    under20KG
    over20KG
    dontCare
}
```

```
Enum EnvLstnTalk {
    hard
    noProblem
    simpleTalk
    dontCare
}
```

```
Enum EnvStndWalk {
    Long
    Part
    hard
    dontcare
}
```

```
Enum SalaryType {
    time
    week
    month
    year
}
```

```
Enum UserRole {
    admin
    staff
    user
    company
}
```

```
Enum Education {
    elementary
    middle
    high
    universe
    master
    doctor
}
```