**What’s Enum data type, when is it used? And name three common built\_in enums used frequently?**

An **Enum** is a special type of data that lets you define a group of related items with readable names instead of using numbers or text. Think of it as a list of options where each option has a clear name. This makes your code easier to understand and less prone to mistakes.

**When Do You Use an Enum?**

You use an Enum when you have a set of values that don't change and need to be represented in a clear way. For example, if you're writing a program that deals with days of the week, instead of using numbers like 1, 2, 3, you can use Monday, Tuesday, Wednesday, which makes your code easier to read and work with.

**Examples of Built-in Enums**

1. **Days of the Week (System.DayOfWeek in C#)**:
   * This is used to represent the days of the week, like DayOfWeek.Monday or DayOfWeek.Friday.
2. **Keyboard Modifiers (System.ConsoleModifiers in C#)**:
   * This Enum helps you work with keys like Shift or Control, e.g., ConsoleModifiers.Control or ConsoleModifiers.Shift.
3. **File Attributes (System.IO.FileAttributes in C#)**:
   * This Enum is used to describe file properties, such as FileAttributes.ReadOnly (a file that can't be changed) or FileAttributes.Hidden (a file that doesn't show up in the usual list).

Enums make your code cleaner and easier to understand because you’re using words instead of raw numbers or strings.

Example

public enum TrafficLight

{

Red,

Yellow,

Green

}