Classroom Assignment: Enum

Learning Objective:

Understand and apply the concepts of enums and functions in TypeScript to manage different application environments effectively.

Assignment Details:

Create a TypeScript program that defines an enum for different application environments and a function to simulate running tests on these environments.

Assignment Requirements:

1. Create an enum named `Environment` with four values representing different stages of a software development process: `LOCAL`, `DEVELOPMENT`, `STAGING`, `PRODUCTION`.

2. Write a function named `runTests` that accepts an argument of type `Environment`. The function should print a message indicating the environment against which the tests are running.

3. The function `runTests` should be specified to return `void`, highlighting that it does not return any data.

4. Include example calls to `runTests` using different enum values to demonstrate the function's functionality.

Expected Outcome:

Upon completion, you should be able to:

- Understand what an enum type is and how to implement enum in a test.