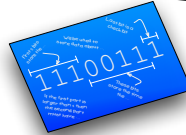


# Enum



Data Kind is:

INT\_DATA, or

DBL\_DATA, or

TXT\_DATA

Each value is either  
INT\_DATA, DBL\_DATA, or TXT\_COINS

DBL\_DATA

Data Kind

Conceptually

Each option is mapped  
to a numeric value.

INT\_DATA  
is mapped to 0

DBL\_DATA  
is mapped to 1

TXT\_DATA  
is mapped to 2

10010011 : 00000001 : 11011100

The first option get 0,  
the second 1, the third 2,  
and so on...

In Memory