**1) Declare an enum for military ranks, either officer or enlisted. Name it Ranks. What are the symbols, like Private, FPD, Corporal, or 1stlt, 2ndlt, Capt?**

enum Ranks { PVT, PFC, LCpl, Cpl, Sgt, SSgt, GySgt, MSgt, FirstSgt, SgtMaj, MGySgt}

**2) Using the Ranks enum, assign a rank to yourself or a friend.**

Ranks Questel = Ranks.SSgt;

**3) Determine the number index of particular ranks, using the Ranks enum.**

The index of the ranks are as follows: PVT = 0, PFC = 1, LCpl = 2, Cpl = 3, Sgt = 4, SSgt = 5, GySgt = 6, MSgt = 7, 1stSgt = 8, SgtMaj = 9, & MGySgt = 10.

**4) How do you select the type of an enum?**

After declaring the name of the enum, you can declare its type by following the name of the enum with a colon and then specifying the type. For example, “enum seasons : short {//some values} “

**5) Are structs stored on the stack or on the heap? What about enums?**

Both structs and enums are stored on the stack.

**6) Declare a struct named DOD with four branches.**

Struct DOD

{

public string Marines, Navy, Army, Airforce;

}

**7) Why can’t you create a default constructor for a struct?**

-You can’t create a default constructor for a struct because the compiler will always create one.

**8) What is CIL? What does the CLR do to the CIL?**

-CIL stands for Common Intermediate Language. The CLR takes responsibility for converting the CIL instructions into real machine instructions that the processor on your computer can understand and execute.