Инспекция кода

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | using System; | |  |  | |  | namespace ConsoleApplication1 | |  | { | |  | // Создать перечисление | |  | enum car : long | |  | { | |  | Brand, Model, Year, Engine | |  | } | |  | class Program | |  | { | |  | static void Main() | |  | { | |  | car a; | |  | for (a = car.Brand; a <= car.Engine; a++) | |  | Console.WriteLine("Ключ: \"{0}\", значение {1}", a, (int)a); | |  | Console.ReadLine(); | |  | } | |  | } | |  | } | | Console.ReadLine(); лишняя строчка  переменную a можно заменить на i  Выводить строку не Ключ Значение, а Название бренда и двигатель.  Console.WriteLine("Ключ: \"{0}\", значение {1}", a, (int)a); Значения 0 и 1 заменить на barnd and engine |