

Part 01

- 1. Create an enum called "WeekDays" with the days of the week (Monday to Sunday) as its members. Then, write a C# program that prints out all the days of the week using this enum.**

- 2. Create an enum called "Season" with the four seasons (Spring, Summer, Autumn, Winter) as its members. Write a C# program that takes a season name as input from the user and displays the corresponding month range for that season. Note range for seasons (spring march to may , summer june to august , autumn September to November , winter December to February)**

- 3. Assign the following Permissions (Read, write, Delete, Execute) in a form of Enum.**
 - Create Variable from previous Enum to Add and Remove Permission from variable, check if specific Permission is existed inside variable

- 4. Create an enum called "Colors" with the basic colors (Red, Green, Blue) as its members. Write a C# program that takes a color name as input from the user and displays a message indicating whether the input color is a primary color or not.**

- 5. Create a struct called "Point" to represent a 2D point with properties "X" and "Y". Write a C# program that takes two points as input from the user and calculates the distance between them.**
