

EnumMemberAssignments is a sequence of assignments, one for each enum member, in order they are declared, of the form

`<EnumName>[<EnumName>["<MemberName>"] = <Value>] = "<MemberName>";`

where *MemberName* is the name of the enum member and *Value* is the assigned constant value or the code generated for the computed value expression.

For example, the 'Color' enum example from section 9.1 generates the following JavaScript:

```
var Color;
(function (Color) {
    Color[Color["Red"] = 0] = "Red";
    Color[Color["Green"] = 1] = "Green";
    Color[Color["Blue"] = 2] = "Blue";
})(Color || (Color={}));
```