

Explain the following code:

```
#include<iostream>
using namespace std;

enum players
{
    Fred,
    Paul,
    Jim,
    Allen,
    playersCount    // count of players
};

int& scores(players challengers)
{
    static int scoreCard[playersCount];
    return scoreCard[challengers];
}

int main()
{
    scores(Fred) = 5;
    scores(Paul) = 10;
    scores(Jim) = 15;
    scores(Allen) = 20;

    cout << scores(Fred) << " " << endl;
    cout << scores(Paul) << " " << endl;
    cout << scores(Jim) << " " << endl;
    cout << scores(Allen) << " " << endl;

    system("pause");

    return 0;
}
```