





```
Enum card_color {  
    red  
    blue  
    green  
    yellow  
    wild  
}
```

```
Enum card_number {  
    0  
    1  
    2  
    3  
    4  
    5  
    6  
    7  
    8  
    9  
    skip  
    reverse  
    draw2  
    wild  
    wild_draw4  
}
```

```
Enum card_status {  
    in_deck  
    in_hand  
    discarded  
}
```

```
Enum game_state {  
    waiting  
    active  
    ended  
}
```