**Exercise 9: RPG Character Abilities (Higher Advanced)**

1. **Objective**: Implement an enum to define RPG character classes and their special abilities.
2. **Instructions**:
   * Create an enum called CharacterClass with constants for various classes: WARRIOR, MAGE, ROGUE, CLERIC.
   * Each class should:
     + Have a health and attackPower attribute.
     + Define a unique special ability:
       - WARRIOR: "Shield Bash" (stuns the enemy for one turn).
       - MAGE: "Fireball" (deals 2x attack power as damage).
       - ROGUE: "Backstab" (deals 3x attack power if attacking from behind).
       - CLERIC: "Heal" (restores health).
   * Implement a method useAbility(String target) in the enum that:
     + Accepts the target of the ability as a parameter and prints a description of the ability being used.
   * Create a main method that:
     + Instantiates characters of different classes and demonstrates using their abilities.
3. **Twist**:
   * Add a method isHealer() to identify support roles (like CLERIC), and another method isDamageDealer() for offensive roles (WARRIOR, MAGE, ROGUE).

These exercises build on real-world use cases and introduce challenges like additional attributes, sequential behaviors, or decision-making based on enum values. Let me know how you'd like to proceed!