





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

```
Enum symbols {
    zero
    one
    two
    three
    four
    five
    six
    seven
    eight
    nine
    draw_two
    wild
    wild_draw_four
    skip
    reverse
}
```

```
Enum direction {
    clock_wise
    counter_clock_wise
}
```