Store the Board Using the State Enum

```
0  ⚠  0  0  0  0
0  ⚠  0  0  0  0
0  ⚠  0  0  0  0
0  ⚠  0  0  0  0
0  0  0  0  ⚠  0
```

Fantastic work! Now that you have a way to print the `State` `enum` values, you will be able to modify your program to use `State` values in the board exclusively. To do this, you will need to modify the return types and variable types in several places of the code. Don't worry, as we have clearly marked these with a `TODO` in each part of the code.

After this exercise, you will have completed the first part of this lesson, and you will begin coding the main A* search algorithm!

To Complete this Exercise:

> Follow the `TODO` comments in the `main` file below, and update the program to store a board of `State` variables. When you are done, the board should print as in the image above. Note that you will need to call `CellString` on each object in the board before printing: `CellString(board[i][j])`.