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6.1.Q: Abstracting enum
like concept Using an
enum, we can store an

ASCII representation of a class with specific names, like this enum class Name { None, Success, Failure };

We can assign a value to the above enum with methods like this

```
Name::Name Success = 's';  
Name::Name Failure = 'f';
```

As you can see, the above method to determine the value of an enum is very much abstract. Is there any generic way to do this?

More so, how can I

determine the class name of an object in another way other than simply printing it out? A: It is possible to have an opaque type. See here: c6a93da74d

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