## Algebraic Datatypes and Pattern Matching in Swift

1.) Define an enum named MyBool which represents truth and falsehood.
2.) Define an enum named MyList which encodes a singly-linked list of integers, using the same cons/nil structure that we used in assignment 1.
3.) Using the prior enum definition, create a list containing 1, 2, and 3, in that order.
4.) Write a switch which will pattern match on a variable named list, and do one of the following:

- If the list starts with a 2 , return 0
- If the list starts with a 3, followed by a 4, return 1
- For any other non-empty list, return the value of the first element - If the list is empty, return -1
5.) Write a function named length which takes a list as a parameter, and recursively computes the length of the given list.

