Enum > Its is used to assign string constants

represents a group of **constants**

In C#, an enum (or enumeration type) is used to assign constant names to a group of numeric integer values. It makes constant values more readable,

using System;

enum choice {add=1 , subtract , multiply , divide};

class Program

{

static void Main()

{

Console.WriteLine("Enter No1");

int num1 = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter No2");

int num2 = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Choice");

int ch = Convert.ToByte(Console.ReadLine());

switch(ch)

{

case 1: Console.WriteLine(num1+ num2); break;

case 2: Console.WriteLine(num1 - num2); break;

case 3: Console.WriteLine(num1 \* num2); break;

case 4: Console.WriteLine(num1 / num2); break;

default: Console.WriteLine(num1 + num2); break;

}

}

}

using System;

enum choice {add=1 , subtract , multiply , divide};

class Program

{

static void Main()

{

Console.WriteLine("Enter No1");

int num1 = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter No2");

int num2 = Convert.ToByte(Console.ReadLine());

Console.WriteLine("Enter Choice");

int ch = Convert.ToByte(Console.ReadLine());

switch(ch)

{

case (int)choice.add: Console.WriteLine(num1+ num2); break;

case (int)choice.subtract: Console.WriteLine(num1 - num2); break;

case (int)choice.multiply: Console.WriteLine(num1 \* num2); break;

case (int)choice.divide: Console.WriteLine(num1 / num2); break;

default: Console.WriteLine(num1 + num2); break;

}

}

}

<https://www.tutorialsteacher.com/csharp/csharp-enum>