#include <stdio.h>

int main()

{

enum state{idle = 1,active = 2,warning = 3,storage = 4,retrival = 5}state;

printf("enter the number");

scanf("%d",& state);

switch(state)

{

case 1:

printf("idle state");

break;

case 2:

printf("active state");

break;

case 3:

printf("warning state");

break;

case 4:

printf("storage state");

break;

case 5:

printf("retrival state");

break;

default:

printf("not valid");

break;

}

return 0;

}