ARRAY OF OBJECTS

You can declare an array of a certain class and store instances of that class inside the array.

INITIALIZING Array of Objects

className identifier[] = **new** className[size];
Employee employees[] = **new** Employees[size];

STORING Objects Inside Array

ClassName identifier[] = **new** ClassName[size];
Identifier[index] = **new** ClassName(constructor);

Employee employees[] = **new** Employee[5];
Employees[0] = **new** Employee(constructor);

ACCESSING ARRAY

VALUE	"David"	"Alenere"	"Jasfer"	"Ace"	"Patrick"
INDEX	0	1	2	3	4

VALUE	Employee 1	Employee 2	Employee 3	Employee 4	Employee 5
INDEX	0	1	2	3	4

ACCESSING Objects Inside Array

employees[0].introduceSelf();

```
employees[0].firstName;
```

ENUMS

A **Special Class** that **contains** a **collection** of **constant values**. They can **represent words** as **Objects**.

DECLARING Enums

```
enum AILevel
{
  EASY,
  MEDIUM,
  HARD
 }
```

USING Enums

```
AILevel level = AILevel.HARD;
```

Enums in Conditional Statement

```
AILevel level = AILevel.HARD;

 if(level == AILevel.EASY){

 }
 else if (level == AILevel.MEDIUM){

 }
 else if (level == AILevel.HARD){
```

```
}
```

Enums in Switch Statement

```
AILevel level = AILevel.HARD;

switch(level)
{
    case EASY;
        break;

    case MEDIUM;
        break;

    case HARD;
        break;
}
```

DECLARING Enums w/ Values

```
enum USCurrency
    {

      PENNY(0.01f),        NICKLE(0.05f),        DIME(0.1f),
QUARTER(O.25f);

      float val;

      USCurrency(float val)
          {
```

```
        this.val = val;

        }

}
```