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# Enumerations

## Introducing Enumerations

- › Enumeration is a collection of constants.
- › Enumeration is used to specify the list of options allowed to be stored in a field / variable.
- › Use enumeration if you don't want to allow other developers to assign other value into a field / variable, other than the list of values specified in the enumeration
- › Accessing Member: EnumerationName.ConstantName

### Enumeration

```
enum EnumerationName
{
    Constant1, Constant2, ...
}
```

- › By default, each constant will be assigned to a number, starts from zero; however you can change the number (integer only).

```
enum EnumerationName
{
    Constant1 = value, Constant2 = value, ...
}
```

- › The default data type of enum member is "int". However, you can change its data type as follows.

```
enum EnumerationName : datatype  
{  
    Constant1 = value, Constant2 = value, ...  
}
```