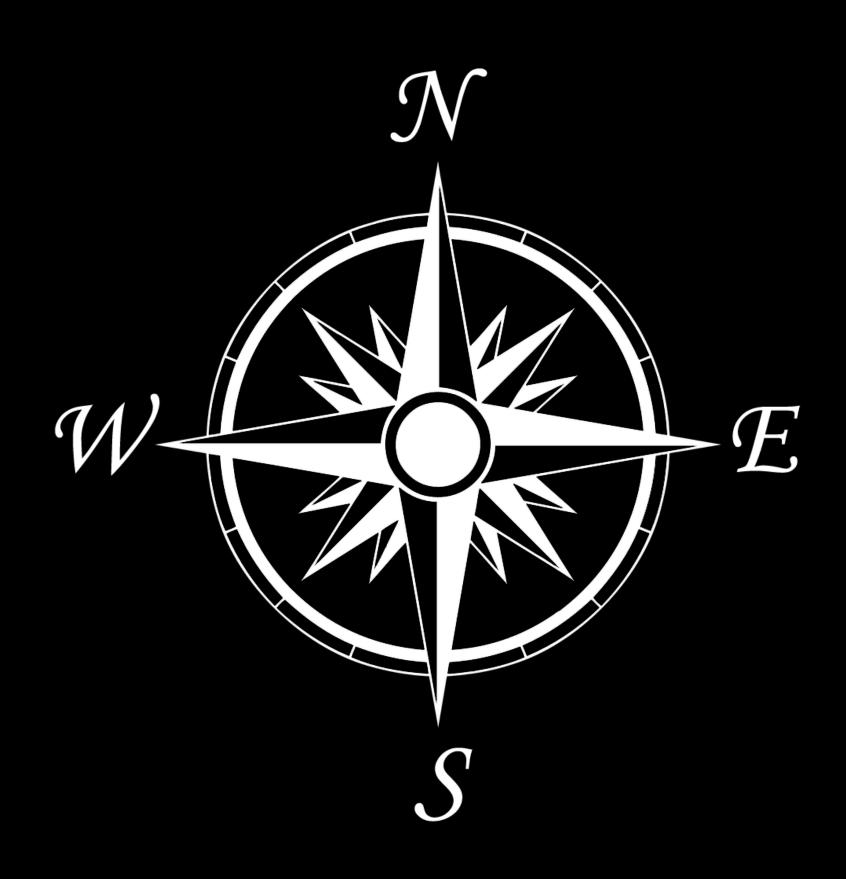
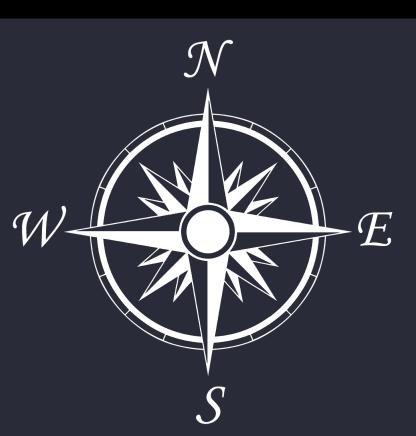
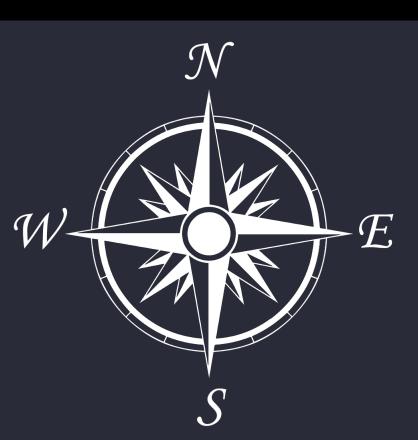
Unit 3—Lesson 5: Enumerations



```
enum CompassPoint {
   case north
   case east
   case south
   case west
}
```



```
enum CompassPoint {
   case north
   case east
   case south
   case west
}
```



```
enum CompassPoint {
    case north
    case east
    case south
    case west
}
```

```
enum CompassPoint {
  case north, east, south, west
}
```

```
enum CompassPoint {
  case north, east, south, west
}
```

var compassHeading = CompassPoint.west

```
enum CompassPoint {
  case north, east, south, west
}
```

```
var compassHeading = CompassPoint.west
```

```
var compassHeading: CompassPoint = .west
```

```
enum CompassPoint {
  case north, east, south, west
}
```

```
var compassHeading = CompassPoint.west
```

```
var compassHeading: CompassPoint = .west
compassHeading = .north
```

Control flow

```
let compassHeading: CompassPoint = .west
switch compassHeading {
 case .north:
   print("I am heading north")
 case .east:
   print("I am heading east.")
 case south:
   print("I am heading south")
 case .west:
   print("I am heading west")
```

Control flow

```
let compassHeading: CompassPoint = .west

if compassHeading == .west {
   print("I am heading west")
}
```

Type safety benefits

```
struct Movie {
  var name: String
  var releaseYear: Int?
  var genre: String
}
let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: "Aminated")
```

Type safety benefits

```
struct Movie {
  var name: String
  var releaseYear: Int?
  var genre: String
}
let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: "Aminated")
```

Type safety benefits

```
enum Genre {
  case animated, action, romance, documentary, biography, thriller
struct Movie {
 var name: String
 var releaseYear: Int?
  var genre: Genre
let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: .animated)
```

Unit 3—Lesson 5

Lab: Enumerations



Open and complete the exercises in 3-05 - Enumerations playground