C#

Enumerations

What
› Enumeration is a collection of constants.
› Enumeration is used to specify the list of options allowed to be stored in a field / variable.

Goal
› 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, ...
}
```