CSC340: User-defined Data Types in C++

- Main Topics:
 1. Struct (covered previously)
- Enumerations
- Union Classes (to be covered next)

Readings:

1. Search "union" and "enumeration" on http://www.cplusplus.com

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Enumerations

- Often used to represent sets of constants
- Two forms:
 - enum class (strong-typed and strongly recommended) enum class Color {red, blue, green}; enum class Traffic_light {red, yellow, green};
 - enum: implicitly converts each value to an integer enum Color {red, blue, green}; int color1 = green; //color1 will get value 2

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More about enum classes

```
enum class Color {red, blue, green};
enum class Traffic light {red, yellow, green};
```

Strong typed

```
Color color1 = Color::red; //correct

Color x = red; //illegal, which red?

Color y = Traffic_light::red; //illegal

Traffic_light light = Traffic_light::red; //correct

int i = Color::red; //illegal

Color z = 2; //illegal
```

 By default, enum class only has assignment, initialization, and comparions. We can overload meaningful operators though.

```
Traffic_light & operator( Traffic_light & t){
    switch (t) {
        case Traffic_light::green: retrun t=Traffic_light::yellow;
        case Traffic_light::yellow: retrun t=Traffic_light::red;
        case Traffic_light::red: retrun t=Traffic_light::green; }
```

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Union

- Union is a struct where all members are allocated at the same address so that the union only occupies as much space as its largest member
- Example

```
union Value{
enum Type {str, num};
                                             char *s;
struct Entry{
                                             int i;
     char *name;
     Type t;
                                        Struct Entry{
     char *s; //use if t==str
                                             char *name;
     int I:
             //use if t==num
                                             Type t;
};
                                             Value v; //use v.s if t==str
                                                      //use v.i if t==num
                                        };
```

- **Caution:** maintaining the correspondence between the type field and the type held in a union can be error prone.
- Solution: encapsulation and information hiding

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Summary

- When to use enumerations?
- What are the two types of enumerations?
- When to use unions?
- What is the benefit and risk of using unions?

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