

# EECS 2030

## Advanced Object-Oriented Programming

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S2023, Section A

Enumerated Types

# So far...

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## How to store and organize data?

- Primitive types

- Reference types

  - Composition, Aggregation

  - Inheritance

## Do we need anything else?

# Motivation

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consider the following groups:

- days of the week

- months of the year

- suits in a standard deck of playing cards

- ranks in a standard deck of playing cards

- Canadian coins

- Canadian provinces and territories

- planets of the solar system

- arithmetic operations

what do these groups have in common?

# Enumerated types

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an *enumerated* type (or *enum* type or *enum*) is a type whose values consist of a fixed set of constants

Sunday, Monday, ..., Saturday

January, February, ..., December

clubs, diamonds, hearts, spades

2, 3, ..., ace

nickel, dime, ..., toonie

and so on

# Old Style Enums

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older Java code and C code used int constants to represent enumerated types

```
public static final int SUNDAY = 0;  
public static final int MONDAY = 1;  
public static final int TUESDAY = 2;  
// and so on
```

```
public static final int JANUARY = 0;  
public static final int FEBRUARY = 1;  
public static final int MARCH = 2;  
// and so on
```

# Old Style Enums **problems**

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## No type safety

- any **method with an int parameter** will accept a day or month
- there is **no way to restrict** a parameter to be only a day or a month
- you **can perform arithmetic** with days and months
- you **can compare days *with* months** (for equality, inequality, less than, greater than)

# Old Style Enums problems

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another problem with using ints to represent enums is that there is no easy way to translate the int value to a string

There is no **toString** method for ints

Or for any *primitive* types

# Old Style Enums

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for enumerations such as months or days it is also common to use strings for the constants instead of ints

```
public static final String SUNDAY = "SUNDAY";  
public static final String MONDAY = "MONDAY";  
public static final String TUESDAY = "TUESDAY";  
// and so on
```

```
public static final String JANUARY = "JANUARY";  
public static final String FEBRUARY = "FEBRUARY";  
public static final String MARCH = "MARCH";  
// and so on
```



# Old Style Enums problems

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Using strings for the constants isn't much better than using ints

- all of your enumerations are now strings so there is **still no real type safety**
- it is possible to use "**SUNDAY**" for a **Month**
- comparing strings for equality is slower than comparing ints or addresses

# Java enums

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Java 1.5 (2004, “J2SE 5.0”) added an enum type

- true Java **classes** that implicitly inherit from the superclass **java.lang.Enum**
- enums can **have fields and methods** and can implement interfaces
- enums can have **constructors** but the constructors are not accessible outside of the enum (the constructors are implicitly **private**)

# Java enums

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an example of a simple enum:

```
public enum Day {  
    SUNDAY,  
    MONDAY,  
    TUESDAY,  
    WEDNESDAY,  
    THURSDAY,  
    FRIDAY,  
    SATURDAY;  
}
```

# Java enums

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an example of using the Day enum:

```
Day d = Day.THURSDAY;  
System.out.println(d);
```

prints:

THURSDAY

notice that enums provide a compiler generated toString method  
you can override toString if you wish

# Java enums

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an enum exports exactly one instance for each enumeration constant via a *public static final* field

because there are no accessible constructors there can be no instances except the ones exported by the enum

# Type safety

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enums are *types*; therefore you get all of the benefits of **compile-time** type safety  
suppose you have a second enum type:

```
public enum Month {  
    JANUARY, FEBRUARY,  
    MARCH, APRIL,  
    MAY, JUNE,  
    JULY, AUGUST,  
    SEPTEMBER, OCTOBER,  
    NOVEMBER, DECEMBER;  
}
```

# Enums implement Comparable

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enums automatically implement the **Comparable** interface

the natural ordering is the order in which the constants are defined

unfortunately, there is no way for the implementer to override the behavior of **compareTo** in an enum

# Enums implement Comparable

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example using Month:

```
Day d1 = Day.MONDAY;  
Day d2 = Day.THURSDAY;  
Day d3 = Day.SATURDAY;  
System.out.println(d1.compareTo(d2));  
System.out.println(d3.compareTo(d1));  
System.out.println(d2.compareTo(d2));
```

prints:

```
-3  
5  
0
```



# Enums can have fields

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enums can have fields, and the fields  
can be initialized via a constructor

constructors for enums are always private!

enums are supposed to be constants

# Enums can have fields

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```
public enum Month {  
    JANUARY(31),  
    FEBRUARY(28),  
    MARCH(31),  
    APRIL(30),  
    MAY(31),  
    JUNE(30),  
    JULY(31),  
    AUGUST(31),  
    SEPTEMBER(30),  
    OCTOBER(31),  
    NOVEMBER(30),  
    DECEMBER(31);  
  
    private final int days;
```

# Enums can have fields

---

```
Month(int days) {  
    this.days = days;  
}  
  
public int days(int year) {  
    if (this != FEBRUARY) {  
        return this.days;  
    }  
    if (year % 400 == 0 ||  
        (year % 4 == 0 && year % 100 != 0)) {  
        return this.days + 1;  
    }  
    return this.days;  
}
```

# The values method

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every enum has a compiler-generated public static method called **values**

**values** returns an array of the enumeration constants in the order that they were declared

More info: [Java Language Specification](#)

# The values method

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example using **Month**:

```
System.out.println(Arrays.toString(Month.values()));
```

prints (all on one line):

```
[JANUARY, FEBRUARY, MARCH, APRIL, MAY, JUNE, JULY,  
AUGUST, SEPTEMBER, OCTOBER, NOVEMBER, DECEMBER]
```

# The values method

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another example using **Month**:

```
System.out.println(Arrays.toString(Month.values()));
```

```
for (Month m : Month.values()) {  
    System.out.println(m + " " + m.days(2022));  
}
```

# The values method

---

prints:

JANUARY 31  
FEBRUARY 28  
MARCH 31  
APRIL 30  
MAY 31  
JUNE 30  
JULY 31  
AUGUST 31  
SEPTEMBER 30  
OCTOBER 31  
NOVEMBER 30  
DECEMBER 31

# The `valueOf` method

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every enum has another compiler generated public static method with the signature **`valueOf(String)`**

**`valueOf`** returns the constant that corresponds to the argument string



# The valueOf method

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example using Month:

```
Month m = Month.valueOf("MAY");  
System.out.println(m == Month.MAY);
```

prints:

true

# Constant-specific methods

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It's possible each constant in an enumeration to have its own version of a method

- declare an abstract method in the enum
- each constant then overrides the abstract method in a constant-specific class body

consider creating an enum that represents the different arithmetic operations of a calculator

see Effective Java 3<sup>rd</sup> Edition, Item 34

```

public enum Operation {
    PLUS {
        @Override
        public double apply(double x, double y) { return x + y; }
    },
    MINUS {
        @Override
        public double apply(double x, double y) { return x - y; }
    },
    TIMES {
        @Override
        public double apply(double x, double y) { return x * y; }
    },
    DIVIDE{
        @Override
        public double apply(double x, double y) { return x / y; }
    };

    public abstract double apply(double x, double y);
}

```



# Prefer enums to Boolean parameters

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booleans are often used as parameters when there is a choice between two different values

consider the following hypothetical constructors:

**BinaryDigit(boolean value)**

true for 1, false for 0

**Thermometer(boolean scale)**

true for degrees Celcius, false for degrees Fahrenheit

**Multimeter(boolean mode)**

true for voltmeter, false for ammeter

# Prefer enums to Boolean parameters

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using enums instead of boolean values makes your code much more readable

```
new BinaryDigit(BinaryValue.ONE) or  
new BinaryDigit(BinaryValue.ZERO)
```

```
new Thermometer(TemperatureScale.CELCIUS) or  
new Thermometer(TemperatureScale.FAHRENHEIT)
```

```
new Multimeter(Mode.VOLTS_DC) or  
new Multimeter(Mode.VOLTS_AC) or  
new Multimeter(Mode.AMPS) or  
new Multimeter(Mode.OHMS) or ...
```

# When to use an enum

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use an enum when you need a set of constants whose values are known at compile time