

SCALA PROGRAMMING

Write a Scala program that creates an enum class Colour with values for different colours. Use the enum class to represent an object's colour.

Code:

```
sealed trait Color

case object Red extends Color
case object Green extends Color
case object Blue extends Color
case object Orange extends Color

object ColorApp {
  def main(args: Array[String]): Unit = {
    val myColor: Color = Red
    //val myColor: Color = Blue
    printColor(myColor)
  }

  def printColor(color: Color): Unit = color match {
    case Red => println("The color is Red.")
    case Green => println("The color is Green.")
    case Blue => println("The color is Blue.")
    case Orange => println("The color is Orange.")
    case _ => println("Unknown color.")
  }
}
```

Output:

Output:

```
The color is Red.
```

Screenshot:

```
1 sealed trait Color
2 case object Red extends Color
3 case object Green extends Color
4 case object Blue extends Color
5 case object Orange extends Color
6 object ColorApp {
7   def main(args: Array[String]): Unit = {
8     val myColor: Color = Red
9     //val myColor: Color = Blue
10    printColor(myColor)
11  }
12  def printColor(color: Color): Unit = color match {
13    case Red => println("The color is Red.")
14    case Green => println("The color is Green.")
15    case Blue => println("The color is Blue.")
16    case Orange => println("The color is Orange.")
17    case _ => println("Unknown color.")
18  }
19 }
20
```

STDIN

Input for the program (Optional)

Output:

The color is Red.