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:

```scala
sealed trait Color

case object Red extends Color

case object Green extends Color

case object Blue extends Color

case object Orange extends Color

case object Purple 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.")
 }
 printColor(Purple)
}
```

```

Unknown color.
The color is Red.
```

Screenshot:

```scala
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   case object Purple extends Color
7   object ColorApp {
8     def main(args: Array[String]): Unit = {
9       val myColor: Color = Red
10      //val myColor: Color = Blue
11      printColor(myColor)
12    }
13    def printColor(color: Color): Unit = color match {
14      case Red => println("The color is Red.")
15      case Green => println("The color is Green.")
16      case Blue => println("The color is Blue.")
17      case Orange => println("The color is Orange.")
18      case _ => println("Unknown color.")
19    }
20    printColor(Purple)
21  }
22
```

STDIN

Input for the program (Optional)

Output:

Unknown color.
The color is Red.