

## Enumerations Types :-

Defn-

A java **Enum** is a special Java Type used to define Collections of Constants and we called it a **Special Class** That represents a group of Constants (unchangeable Variables like final Variables).

you may be didn't understand!

let me show you what I mean:

ex

```
Day { SAT, SUN, MON, TUE, WED,  
      THU, FRI }
```

Here a Collection of Constants represents Days of the week.

we can write Enum UML Diagram as followings

and we define **Enum** as following Syntax

```
enum enumName { ConstantObjects }
```

you can write an enum in or out of The Classes and all its objects Their Objects are UpperCase letters To consider Them as Constants.

<b>&lt;&lt;enumeration&gt;&gt;</b>	
<b>DayOfWeek</b>	
SATURDAY	
SUNDAY	→ objects
Attributes:	
attr1: String	
attr2: String	

I will show you the benefits of the Enum  
See the following example

ex:

```
*enum keyword*          Declare An Enum.  
public enum Numbers {  
    TWO, THREE, FOUR; }    *Optional*  
                           You can remove it.  
}                         Three final objects  
  
in two different files:  
public class Main {  
    public static void main(String[] args) {  
        Numbers value = Numbers.TWO;  
        switch (value) {  
            case TWO:  
                System.out.println("2");  
                break;  
            case THREE:  
                System.out.println("3");  
                break;  
            case FOUR:  
                System.out.println("4");  
                break;  
        }  
    }  
}
```

Output

Q: 1.2  
Ans: 2

as The previous example you can use The Enum with any thing needs a constants.

In the preceding `Enum(Numbers)`, Every Constant Object like TWO, THREE, FOUR is implicitly Declared as following Syntax

`public static final Numbers ONE = new Numbers();`  
modifiers for constant objects.

The Static modifier is to approach to The Constant object using enum class Name Only.

The most powerful features of JAVA Enum is to use it as a regular Class & how the following example

ex:

```
public enum WeekDays {  
    MONDAY("working day"), TUESDAY, WEDNESDAY,  
    THURSDAY, FRIDAY, SATURDAY, SUNDAY;  
    private String status;  
    WeekDays() {}  
    WeekDays(String status) { this.status = status; }  
    public void setStatus(String status) {  
        this.status = status; }  
    public String getStatus() { return status; }  
}
```

note: Any Enum you created, extends from ~~from~~ Enum abstract class.

If we used an abstract method in any enum we should override it in every constant object as following example :-

ex:- enum WeekDays {

Day {

    @Override abstract void testMethod();

    public void testMethod() {

        System.out.println("Override me please!");

    }

Abstract Method

    public abstract void testMethod();

}

Remember that java doesn't provide Multiple Inheritance so any enum cannot extend any class cause it's already extends Enum Class.

note:- Any Constructor in the enum is private access modifier are changeable to private access modifier

Now we want to know about Enum Class:

## java.lang.Enum<E>;

### Parameters:

- name : String
- ordinal : int

} «final»

### behaviours:

# Enum(name : String), ordinal : int)  
+ name() : String } «final»  
+ ordinal() : int } «final»  
+ toString() : String  
+ equals() : boolean  
+ compareTo()  
+ equals(Object other : Object) : boolean } «final»  
+ CompareTo(0 : E) : int } «final»  
+ valueOf(enumType < T > Class, name : String) : T  
+ values() : enum class < T > [ ]

Ordinal(); Returns The index of The constant object.

CompareTo(); Return The index of high order of Two Constant objects.  
→ index1(this) - index2 return it

toString(); Return The name of constant object as a String.

name(); The same as toString

valueOf("String"); Return The representative constant object of String.

`Values();` Returns an Array Consisting all Constant objects of The enum.

### notes

you Can Compare with two Constant objects using == Operator as following Syntax :

`WeekDays.MONDAY == WeekDays.SUNDAY;`

now we have Two Important data Structures for enumerations `EnumSet` and `EnumMap` from `java.util` Package.

Let me show you how to declare one of them as following Syntax :

`EnumSet<WeekDays> days;`

We can use `of()` method of `EnumSet` to add some Constant objects as following Syntax :

`EnumSet.of( ConstantObject );` you can add objects separated by comma

and if you want to add more als a group or all Constant Objects of some enumeration use `allOf()` method as following Syntax :

`EnumSet.allOf( Type of The enum, enumClass );`

We have `range(from, To)` method To enter enum Constants of some range by The beginning and The end, and `noneOf()` which fill all with [null].

and we can use `add(Constant)`, `addAll(List<Constant>)` for adding one constant or a list of some constants and we can use `remove(Constant)`, `removeAll(List<Constant>)` to remove one constant or remove a whole list of some constants.

We have another datastructure called `EnumMap`. The same as `EnumSet` but it's storing with every object a key like pairs as following syntax:

```
EnumMap<WeekDays, String> daysMap;
```

Note: `EnumSet` is Abstract class so you can not create it using new operator but `EnumMap` is a regular class which you can create an instance of it using new operator.