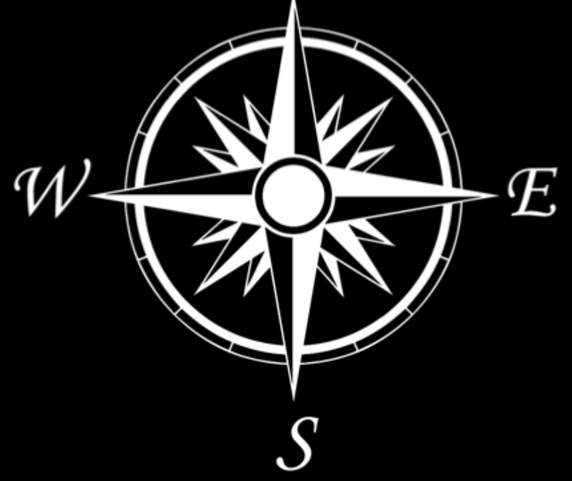
Unit 3—Lesson 5: Enumerations

Enumerations



Enumerations

```
enum CompassPoint {
  case north
  case east
  case south
  case west
}
```

Enumerations

```
enum CompassPoint {
  case north, east, south, west
}
```

```
var compassHeading = CompassPoint.west
```

```
var compassHeading: CompassPoint = .west
compassHeading = .north
```

Control flow

```swift
let compassHeading: CompassPoint = .west

switch compassHeading {
  case .north:
    print("I am heading north")
  case .east:
    print("I am heading east.")
  case .south:
    print("I am heading south")
  case .west:
    print("I am heading west")
}
```

Control flow

```swift
let compassHeading: CompassPoint = .west

if compassHeading == .west {
  print("I am heading west")
}
```

Type safety benefits

```
struct Movie {
  var name: String
  var releaseYear: Int
  var genre: String
}

let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: "Aminated")
```

Type safety benefits

```
enum Genre {
  case animated, action, romance, documentary, biography, thriller
}

struct Movie {
  var name: String
  var releaseYear: Int
  var genre: Genre
}

let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: .animated)
```

Unit 3—Lesson 5
Lab: Enumerations

Open and complete the exercises in `Lab - Enumerations.playground`

Open and complete the exercises in Lab

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