

Omar yosrii AbdElhamed day03 c# assignment part 2

1-Linkedin article:

https://www.linkedin.com/posts/omar-yosrii11_csarp-dotnet-depi-activity-7426845771007967232-5-1e?utm_source=share&utm_medium=member_android&rcm=ACoAAEwGTRsBHTXBHrzTJyC_0aIVbTzHV3ZTDMU

2-what is Enum data type, when is it used, and name three common built-in Enums that are used frequently?

- Enum stands for Enumerations, which are bunch of constant and specific values with certain names.
- We use Enum in cases of limited options, these options aren't frequently changing and to make a clean and readable code like:
(weekdays, status, user type).

For example, we write:

```
if (status == OrderStatus.Approved) { }
```

Not

```
if (status == 1) { }
```

- It makes the code more readable and cleaner, reduces mistakes, and is easy to use in switch cases as follows:

```
switch (orderStatus)  
{ case OrderStatus.Pending:  
    break;  
    case OrderStatus.Approved:  
        break;  
    case OrderStatus.Rejected:  
        break; }
```

- Some of the commonly used built-in Enums are:

File Access :

(read , write)

File Mode :

(create , open , append)

Day Of Week :

DayOfWeek today = DayOfWeek.Monday;

3-what scenarios to use string vs **StringBuilder**?

String is immutable so it's suitable for small or fixed text and for cases where the modifications are limited.

StringBuilder is mutable, so it's mainly used when we need to perform many string modifications like appending , to give us better performance and more memory efficiency.