

Enums and Pattern Matching

Defining Enums

- Enums allow us to enumerate over a list of variables
- Example:

```
enum IpAddrKind{
    V4,
    V6,
}

let four = IpAddrKind::V4;
```

- This just defines an ENUM but it doesn't really do anything or contain anything useful
- If you were to print this, (you would need to do a debug print) but you would see that it just prints out `V4`.
- To give it some more information, you can make it into a struct
 - Example:

```
enum IpAddrKind{
    V4,
    V6,
}

struct IpAddr{
    kind: IpAddrKind,
    address: String,
}

let four = IpAddr{IpAddrKind::V4, String::from("ip address v4")};
```

- A better way of doing this is by storing values directly into the enum using tuple structure
 - Example:

```
enum IpAddrKind{
    V4(u8,u8,u8,u8),
    V6(String),
}

let four = IpAddrKind::V4(String::from("ip address v6 address"));
```

Defining Functions for Enum

- Just like Structs, enums can have their own **associated functions**
- Example:

```
enum IpAddrKind{
    V4(u8,u8,u8,u8),
    V6(String),
}
impl IpAddrKind{
    fn new_v6(address: String) -> IpAddrKind{
        let kind = IpAddrKind::V6(String::from(address));
        kind
    }
}
```

Option Enum

- Allows for matching of None and handle the case where there is no value for a type
- Base Example:

```
enum Option<T>{
    Some(T),
    None,
}

let some_number: Option<i32> = Some(1);
let absent_number: Option<i32> = None;
```

- Here the enum Option allows for two types, one is any type and the other is an empty value.
- One thing to note is we don't need to define the type if we give `Some()`, but if we use `None` then we need to define the type. This is like an uninitialized variable.
- This is such a useful aspect that the enum is there by default.
- Let's look at some use cases
- Example:

```
let x: i8 = 3;
let y: Option<i8> = Some(5);
let sum = x+y; //error
let sum = x + y.unwrap(); //returns a value if not None
let sum = x + y.unwrap_or(0); //returns a default value is needed
```rust
```

```

* Here we can see that x and y are not the same type and so cannot be
treated as such
* Although Y has the option to be of that type, it also has the option to
not be of that type
* The way to extract the value is from `unwrap()` which returns a value if
there is `Some()` value.
* The `unwrap_or()` function is used if you are not sure whether there is a
value, then you can return a default value in the case the pattern matches
with None.

```

## Pattern Matching

- It is similar to functional programming language pattern matching
- Uses `match <Enum>{}` this allows you to give all enums fields particular value
- Using match needs to be exhaustive, as in there must be an option for enum fields
- Example:

```

#[derive(Debug)]
enum UsState{
 NewYork,
 California,
 Alaska,
}
#[derive(Debug)]
enum Coin{
 Penny,
 Nickel,
 Dime(UsState),
 Quarter,
}

fn value_in_cents(coin : Coin) -> u8 {
 match coin{
 Coin::Penny => 1,
 Coin::Nickel => 5,
 Coin::Dime(state) => {
 println!("Dime from {:?}",state);
 10
 },
 _ => 0
 }
}

```

- Here we can see that we match each value of coin
- We can also see that we can bind the value of the Enum from Dime into a variable

- Lastly we can see that we can make a complex match statement for Dime.
- `_` This means for anything else that doesn't match the top, even Nones, then return a default value.
- Let's see how we can use pattern matching with Option Enum
  - Example: ``rust fn plus\_one(x: Option) -> Option{ match x{ None => None, Some(i) => Some(i+1), } }

```
let x = Some(5);
println!("x -> {}, x+1 -> {}",x.unwrap(), plus_one(x).unwrap());
``
```

- Here we can see that there is a pattern matching with i32 Options. And it can be of only two types, None or Some.
- If the option is None then it remains as None
- If the option has some value, then we return `Some(i+1)`
- **IF LET** syntax
  - It is in between `match` and `if` statements
  - It doesn't have to be exhaustive but it is performing a match of sort
  - Example: ``rust if let Some(3) = some\_value{ println!("three"); }

```
*It is read a bit backwards,
* You read it like this: "if let some_value == Some(3) then print
three"
*You are matching some_value to the pattern Some(3)
* All other patterns are ignored in this case
```