**package** enumStartingExample;

**public** **class** game {

**public** **enum** Direction **implements** Runnable{

*UP*(-1, 0){

**public** **void** run(){

System.*out*.println( "going up");

}

},

*RIGHT*(0,1){

**public** **void** run(){

System.*out*.println( "heading right");

}

},

*DOWN*(1,0){

**public** **void** run(){

System.*out*.println( "down we go");

}

},

*LEFT*(0,-1){

**public** **void** run(){

System.*out*.println( "turning left");

}

};

**public** **int** xAdjust;

**public** **int** yAdjust;

**private** Direction(**int** x, **int** y){

xAdjust = x;

yAdjust = y;

}

@Override **public** String toString(){

// only capitalize the first letter

String s = **super**.toString();

s = s.substring(0, 1) + s.substring(1).toLowerCase();

s = s + " " + xAdjust + "," + yAdjust;

**return** s;

}

}

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

System.*out*.println( Direction.*UP* );

System.*out*.println( Direction.*RIGHT* );

System.*out*.println( Direction.*DOWN* );

System.*out*.println( Direction.*LEFT* );

System.*out*.println( Direction.*UP*.name() );

System.*out*.println( Direction.*UP*.ordinal() );

System.*out*.println( Direction.*RIGHT*.ordinal() );

System.*out*.println( Direction.*DOWN*.ordinal() );

System.*out*.println( Direction.*LEFT*.ordinal() );

**for** ( Direction d : Direction.*values*()){

System.*out*.println(d);

}

**for** ( Direction d : Direction.*values*()){

d.run();

}

}

}