**C++ Enumeration**

Enum in C++ is a data type that contains fixed set of constants.

It can be used for days of the week (SUNDAY, MONDAY, TUESDAY, WEDNESDAY, THURSDAY, FRIDAY and SATURDAY) , directions (NORTH, SOUTH, EAST and WEST) etc. The C++ enum constants are static and final implicitly.

C++ Enums can be thought of as classes that have fixed set of constants.

Points to remember for C++ Enum

* enum improves type safety
* enum can be easily used in switch
* enum can be traversed
* enum can have fields, constructors and methods
* enum may implement many interfaces but cannot extend any class because it internally extends Enum class

example:

#include<iostream>

using namespace std;

enum week{

Monday,

tuesday,

wednessday,

thursday,

friday,

saturday,

sunday

};

int main(){

week wk;

wk = thursday;

cout << "Day : " << wk+1 << endl;

return (0);

}

//Day : 4