# Tutorial 8: Enums, Switch Expressions, Sealed Classes, and Records

CSE1100 - Object Oriented Programming

## 1 Enums and Switch

We have created a BankingApplication. We can make some improvements to this application to make it more easy to read. One idea is to store all possible input options in an enum, so we can read case SHOW\_BALANCE instead of case 1 (and the same for the other cases). A second improvement we can make is to change the switch statement to a switch expression.

- Create an enum that represents the different options of the application.
- Change the type of option to this enum.
- Change the switch statement in executeOption to a switch expression.

### 2 Sealed and Records

Given is a small calculator application. In the expression package, you can find one Expression interface and four implementations of that interface: Constant, Add, Subtract, and Multiply. These represent constant numbers (e.g. '1', '-5'), addition (e.g. '1 + 2'), subtraction (e.g. '4 - 2'), and multiplication (e.g. '4 \* 2') respectively. The Calculator class contains one method calculate that will calculate the value of any expression. This application works perfectly fine, but it could still use some improvements.

#### 2.1 Records

If you look closely, you will see that the classes Constant, Add, Subtract, and Multiply only store some constant data. We can make the implementation of those classes a lot more concise by converting them to records. Convert these classes to records.

#### 2.2 Sealed

The last line of the calculate function should ideally never be executed. We can enforce this by making the Expression interface sealed. Seal the Expression interface and make it permit Constant, Add, Subtract, and Multiply as subclasses.

Although, the last line of the calculate method should now not be called, we unfortunately cannot remove it until Java 21.

#### 2.3 Instanceof Pattern

One final improvement we can make is to remove the casts from the calculate function. Whenever we do x instanceof C and then a cast (C) x, we can replace this by x instanceof C y, where y is an instance of class C. Remove all the casts from the calculate function.