



Assignment: Enum in Java

1. Create an enum by the name **Material** that contains three constants namely Iron, Steel and Wooden. Create another enum called **FurnitureType** that can be chair, table or bed. Create a class called Furniture that stores its modelNo, modelName, modelDescription, material and type. Write a main method to test the above functionality.
2. Create an enum call **House** that contains four constants namely Palash, Gulmohar, Kachnar and Amaltas. These houses have their own colours Palash – Orange, Gulmohar – Red, Kachnar – Purple and Amaltas – Yellow. Create another enum called **Gender** that store two constants Male and Female. Create a class called Student that stores his enrollmentNo, Name, Gender, class, section, and house. Write constructors, behaviour, operations to accept and display, and also override toString, equals and hashCode.

You Tube Playlist Link:

<https://www.youtube.com/playlist?list=PLzrb6iZd6X9LrrMQxHnON9U4bpttBAfr>