Enums



What is an Enum

- Enums are a way to create a custom datatype with some functionalities.
 They define constants (Which are just objects)
- Enums internally use classes, so they have methods and constructors
- Oracle documentation: https://docs.oracle.com/javase/8/docs/api/java/lang/Enum.html



Creating an Enum

Create a new java file, but instead of defining a class or an interface, create an enum

```
public enum Seasons {
}
```

Constants are declared in an enum. Common convention for naming constants is to use all uppercase letters

```
public enum Seasons {
    SUMMER, FALL, WINTER, SPRING
}
```



Using Enums

```
Seasons season = Seasons.WINTER;
switch (season){
   case FALL:
        System.out.println("Season is fall");
        break;
   case WINTER:
        System.out.println("Season is Winter");
        break;
   case SPRING:
        System.out.println("Season is Spring");
        break;
   case SUMMER:
        System.out.println("Season is Summer");
```

```
Seasons season1 = Seasons.FALL;
Seasons season2 = Seasons.WINTER;
Seasons season3 = Seasons.SUMMER;
Seasons season4 = Seasons.SPRING;
```



Enum in Selenium

```
public enum Keys implements CharSequence {
   NULL('\ue000'),
   CANCEL('\ue001'),
   HELP('\ue002'),
   BACK_SPACE('\ue003'),
   TAB('\ue004'),
   CLEAR('\ue005'),
   RETURN('\ue006'),
   ENTER('\ue007'),
   SHIFT('\ue008'),
   LEFT_SHIFT(SHIFT),
   CONTROL('\ue009'),
   LEFT_CONTROL(CONTROL),
   ALT('\ue00a'),
   LEFT_ALT(ALT),
```

Keys enum implementation

```
driver.findElement(By.id("global-enhancements-search-query")).sendKeys(Keys.ENTER);
```

```
private final char keyCode;
private final int codePoint;
private Keys(Keys key) { this(key.charAt(0)); }
private Keys(char keyCode) {
   this.keyCode = keyCode;
    this.codePoint = String.valueOf(keyCode).codePoints().fi
public int getCodePoint() { return this.codePoint; }
public char charAt(int index) { return index == 0 ? this.key
public int length() { return 1; }
public CharSequence subSequence(int start, int end) {
   if (start == 0 && end == 1) {
        return String.valueOf(this.keyCode);
```



Possible use in database

```
enum DataBase {USERS,SALES,VIDEOS}
Connection connection;
public void openConnection(DataBase db) {
    switch (db) {
        case USERS:
            // connection = Connect("user")
            // code that will connect us to the users database
        case SALES:
            // connection = Connect("sales")
            // code that will connect us to the sales database
        case VIDEOS:
            // connection = Connect("videos")
            // code that will connect us to the video database
```

