Enumeration datatype):-

* Enumeration (or) Enum is a special kind of datatype defined by user.
* It Consist of Constant Integrals or Integers that are given names by user.
* The keyword enum is used to declare an enumeration.

Syntax:

enum enum_name { Const1, Const2 ... };

* In the above syntax, the default value of Const1 is 0, const 2 is 1, Const3 is 2 and so on.
* However, you can also change these default values while declaring the enum.
* Example:

enum cars { BMW, Ferrari, Jeep };

Here the default values for the constants are BMW=0, Ferrari=1 and Jeep=2

* However to change the default values, you can define the enum as follows

enum cars { BMW=5, Ferrari=6, Jeep=10 };

Enumerated Type declaration to Create a variable):-

* Similare to predefind datatypes like Int, float, char etc, you can also declare a variable for enum and other user defined datatypes.
* Example to Create an enum variable

(i) enum condition {true, false}; // declaring the enum

(ii) enum Condition E; // Creating a variable of type condition.

* Suppose we have declared an enum type named Condition we can create a variable for the that datatype as mentioned above.
* We can also coverage both the statements and write them as.

```
enum Condition {true, false} e;
```

default value:

true - 1, false - 0

* Example:

Print the values for weekdays

```
#include<stdio.h>
enum days { Sunday = 1, Monday, Tuesday, Wednesday,
            Thursday, Friday, Saturday };

int main()
{
    //printing the values of weekdays
    for (int i = Sunday; i <= Saturday; i++)
    {
        printf("%d", i);
    }
    return 0;
}
```

Output:

1, 2, 3, 4, 5, 6, 7