

# Enumerations



# Basic Enumerations

```
public enum Switch { ON, OFF };
```

- Creates a new data type called “Switch”
  - So I can declare variables of this type, e.g. `Switch hallLight;`
- Creates new literals for each enumerated value
  - So I can assign values, e.g. `hallLight=Switch.ON;`
  - So I can compare values, e.g. `if (hallLight==Switch.OFF) { ...`
- Variables of this type can *only* have enumerated values

# Basic Enumerations – Under the Covers

```
public enum Switch { ON, OFF };
```

- Creates a new ~~data type~~ **class** called “Switch”
  - So I can declare **reference** variables of this type, e.g. `Switch hallLight;`
- Creates new ~~literals~~ **static variables** for each enumerated value
  - So I can assign values, e.g. `hallLight=Switch.ON;`
  - So I can compare values, e.g. `if (hallLight==Switch.OFF) { ...`
  - **All valid objects in this class are pre-declared as static final variables**
  - **Therefore, no constructor is required... just reference existing objects**
- Variables of this type can *only* have enumerated values

Can use ==  
because there is  
only 1 ON and 1  
OFF object

# Enumerations extend Enum


- Enum is a Java library class
  - w/ methods: `name()`, `ordinal()`, `compareTo()`, `values()`
- `hallLight.name()` returns String "OFF" or "ON"
- `hallLight.ordinal()` returns int 0 or 1
  - (or 2 or 3... for larger enums)
- `hallLight.compareTo(Switch other)` compares ordinals
  - (returns int  $<$ , 0,  $>$ )
- `values()` returns [ `Switch.OFF`, `Switch.ON` ]
  - An array of Switch objects in ordinal order

# Enhancing Enumerations

- Since an enum is really a class under the covers, we can add other fields and methods to an enum
- The list of values becomes a list of constructor invocations
- Enables enumerations to be much more sophisticated than just a simple set of values
- It is also possible to extend an enum
  - e.g. ElectricSwitch vs. Valve (water switch)

# Enumeration Syntax

Cannot "extend" because  
implicitly extends Enum

```
modifiers enum name attributes {  
    contents_list;  
    fields_and_methods   
}
```

- *contents\_list* : comma separated list of enumeration values
  - By convention, enumerated values are all uppercase (like constants)
  - May be literals, or may contain parenthesis and constructor arguments
    - May even be followed by { anonymous sub-class }