

## Enumerators/Enums in C#

An enum is a special class that represent a group of constants(read only/ unchangeable) variables.

To create an **enum**, use the **enum** keyword and separate the enum items with a comma:

By default, the first item of an enum has the value 0. The second has the value 1, and so on.

To get the integer value from an item, you must explicitly convert the item to an int:

You can also assign your own enum values, and the next items will update the number accordingly:

### Example

```
using System;

namespace C_Basics_Enums
{
    class Enums
    {
        public enum DayofWeeks
        {
            Sun,
            Mon = 10,
            Tue,
            Wed,
            Thu,
            Fri,
            Sat
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Sunday: {0} ", (int)Enums.DayofWeeks.Sun);
            Console.WriteLine("Monday: {0} ", (int)Enums.DayofWeeks.Mon);
            Console.WriteLine("Tuesday: {0} ", (int)Enums.DayofWeeks.Tue);
        }
    }
}
```

## Output

Sunday: 0

Monday: 10

Tuesday: 11