

*EnumBody:*

*ConstantEnumMembers* ,<sub>opt</sub>  
*ConstantEnumMembers* , *EnumMemberSections* ,<sub>opt</sub>  
*EnumMemberSections* ,<sub>opt</sub>

*ConstantEnumMembers:*

*PropertyName*  
*ConstantEnumMembers* , *PropertyName*

*EnumMemberSections:*

*EnumMemberSection*  
*EnumMemberSections* , *EnumMemberSection*

*EnumMemberSection:*

*ConstantEnumMemberSection*  
*ComputedEnumMember*

*ConstantEnumMemberSection:*

*PropertyName* = *IntegerLiteral*  
*PropertyName* = *IntegerLiteral* , *ConstantEnumMembers*

*ComputedEnumMember:*

*PropertyName* = *AssignmentExpression*

Enum members are either **constant members** or **computed members**. Constant members have known constant values that are substituted in place of references to the members in the generated JavaScript code. Computed members have values that are computed at run-time and not known at compile-time. No substitution is performed for references to computed members.

The body of an enum declaration consists of an optional *ConstantEnumMembers* production followed by any number of *ConstantEnumMemberSection* or *ComputedEnumMember* productions.

- If present, the initial *ConstantEnumMembers* production introduces a series of constant members with consecutive integral values starting at the value zero.
- A *ConstantEnumMemberSection* introduces one or more constant members with consecutive integral values starting at the specified constant value.
- A *ComputedEnumMember* introduces a computed member with a value computed by an expression.

Expressions specified for computed members must produce values of type Any, the Number primitive type, or an enum type.

In the example