## **ENUMERATION TYPES**

An **enumeration type** is a type whose values are defined by a list of constants of type int. An enumeration type is very much like a list of declared constants. Enumeration types can be handy for defining a list of identifiers to use as the case labels in a switch statement.

When defining an enumeration type, you can use any int values and can define any number of constants. For example, the following enumeration type defines a constant for the length of each month:

```
enum MonthLength { JAN_LENGTH = 31, FEB_LENGTH = 28,
MAR_LENGTH = 31, APR_LENGTH = 30, MAY_LENGTH = 31,
JUN_LENGTH = 30, JUL_LENGTH = 31, AUG_LENGTH = 31,
SEP_LENGTH = 30, OCT_LENGTH = 31, NOV_LENGTH = 30,
DEC_LENGTH = 31 };
```

As this example shows, two or more named constants in an enumeration type can receive the same int value.

If you do not specify any numeric values, the identifiers in an enumeration type definition are assigned consecutive values beginning with 0. For example, the type definition:

enum Direction { NORTH = 0, SOUTH = 1, EAST = 2, WEST = 3 }; is equivalent to:

enum Direction { NORTH, SOUTH, EAST, WEST };

The form that does not explicitly list the int values is normally used when you just want a list of names and do not care about what values they have. Suppose you initialize an enumeration constant to some value, say:

enum MyEnum { ONE = 17, TWO, THREE, FOUR = -3, FIVE };

then ONE takes the value 17; TWO takes the next int value, 18; THREE takes the next value, 19; FOUR takes -3; and FIVE takes the next value, -2. In short, the default for the first enumeration constant is 0. The rest increase by 1 unless you set one or more of the enumeration constants.

Although the constants in an enumeration type are given as int values and can be used as integers in many contexts, remember that an enumeration type is a separate type and treat it as a type different from the type int. Use enumeration types as labels and avoid doing arithmetic with variables of an enumerations type.