

## ■ Zuweisungskompatibilität (Forts.)

```
typedef enum { CAR = 5, TRAIN = 10, PLANE = 15 } Vehicle;  
typedef enum { NOTEBOOK = 1, DESKTOP = 2, SERVER = 3 } System;  
  
Vehicle v = CAR;  
System s = DESKTOP;  
  
int i1 = CAR;  
int i2 = TRAIN * SERVER + 2;  
  
Vehicle v1 = NOTEBOOK;  
Vehicle v2 = NOTEBOOK + PLANE;
```

- **Keinerlei Sicherheit:** Jeder arithmetische Typ auf jeden arithmetischen Typen zuweisbar

- Offensichtlich konzeptionell unsinnig, aber zulässig:

```
int i1 = CAR; /* i1 == 5 */  
int i2 = TRAIN * SERVER + 2; /* i2 == 32 */  
Vehicle v1 = NOTEBOOK; /* v1 == 1 */  
Vehicle v2 = NOTEBOOK + PLANE; /* v2 == 16 */
```

