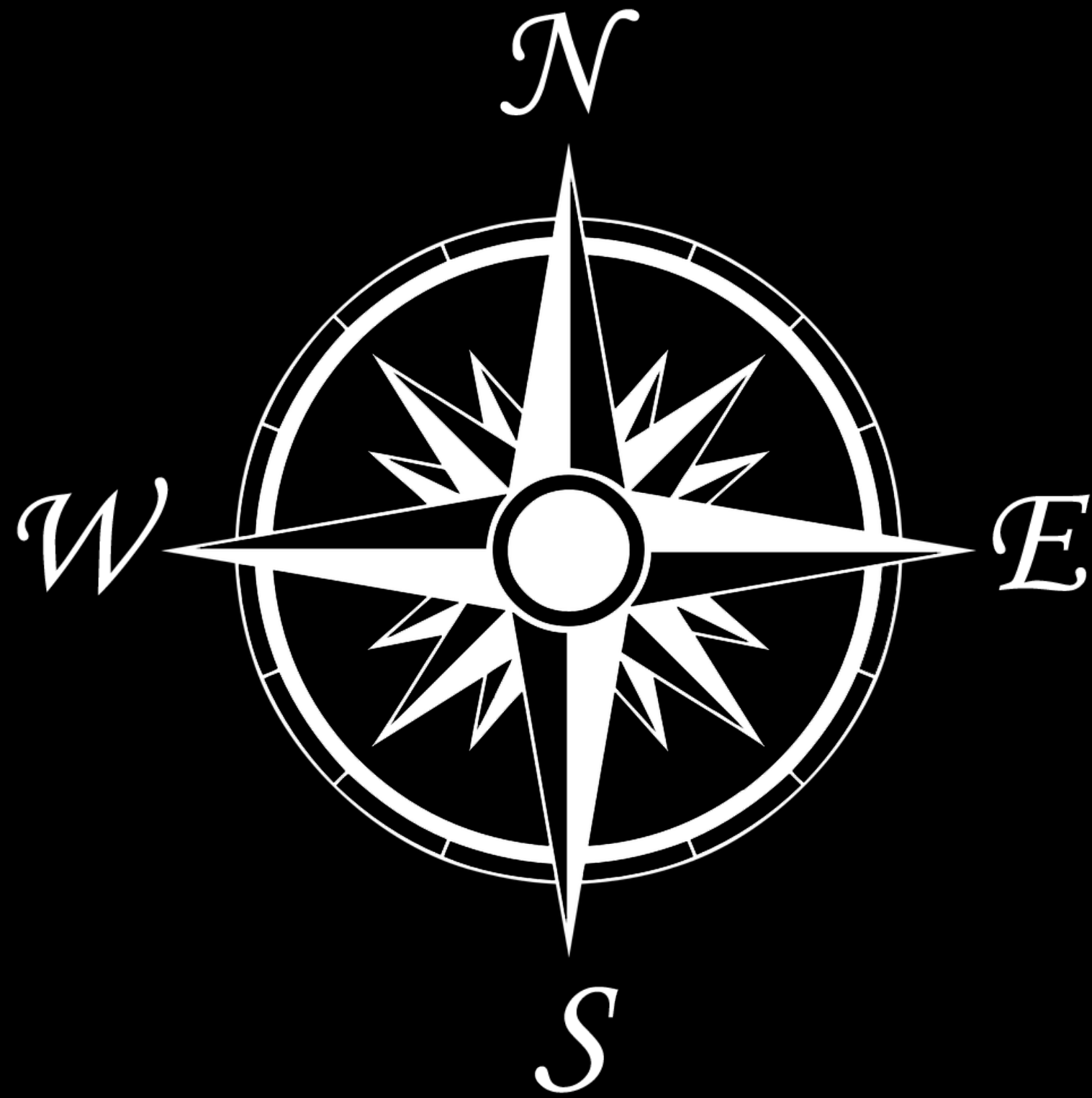


Unit 3—Lesson 5:

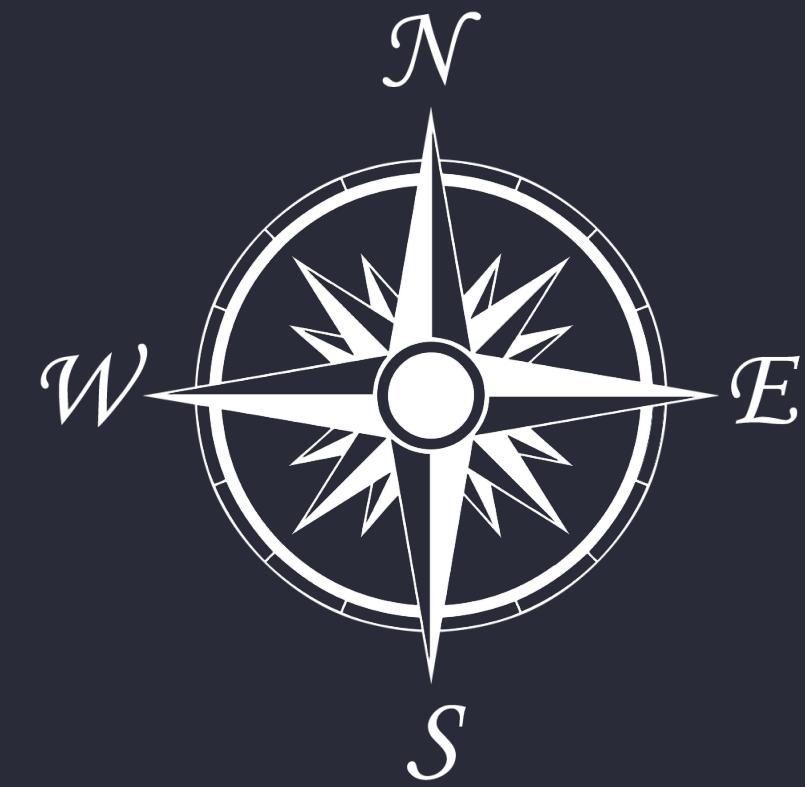
Enumerations

Enumerations



Enumerations

```
enum CompassPoint {  
    case north  
    case east  
    case south  
    case west  
}
```



Enumerations

```
enum CompassPoint {  
    case north, east, south, west  
}
```

```
var compassHeading = CompassPoint.west
```

```
var compassHeading: CompassPoint = .west  
compassHeading = .north
```

Control flow

```
let compassHeading: CompassPoint = .west

switch compassHeading {
  case .north:
    print("I am heading north")
  case .east:
    print("I am heading east.")
  case .south:
    print("I am heading south")
  case .west:
    print("I am heading west")
}
```

Control flow

```
let compassHeading: CompassPoint = .west

if compassHeading == .west {
    print("I am heading west")
}
```

Type safety benefits

```
struct Movie {  
  var name: String  
  var releaseYear: Int  
  var genre: String  
}
```

```
let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: "Aminated")
```

Type safety benefits

```
enum Genre {  
    case animated, action, romance, documentary, biography, thriller  
}  
  
struct Movie {  
    var name: String  
    var releaseYear: Int  
    var genre: Genre  
}  
  
let movie = Movie(name: "Finding Dory", releaseYear: 2016, genre: .animated)
```


Unit 3—Lesson 5

Lab: Enumerations



Open and complete the exercises in Lab – Enumerations.playground

