

2023 08 27

Scoped enum

```
// scoped enum
enum class Pos : unsigned char {On, Off, Hold, Standby};
```

```
int main()
{
    int printf = 10;
    printf("emre"); // sytnax hatası
    ::printf("emre"); // geçerli
}
```

```
enum class Color {Blue, Red, Purple, White, Black};
enum class TrafficColor {Red, Yellow, Green};
int main()
{
    // syntax hatası yok
    Color::Blue;
    TrafficColor::Red;

    Color mycolor{ Color:: Red};
    int ival = mycolor; // syntax hatası
}
```

```
enum class Color {Blue, Red, Purple, White, Black};
void func()
{
    using enum Color; // C++20
    Color c1; = Red;
    c1++; // geçersiz
}
```

Type-Cast Operatorler

```
/*
    C dilinde
        (target type)expr
        (int)dval
        (double)ival

type-cast operatorler:
    static_cast
    const_cast
    reinterpret_cast
    dynamic_cast

    xxx_cast<type>(expr)
*/
```

```
// static_cast
int main()
{
    int x = 10;
    int y = 30;
    double dval = static_cast<double>(x) / y;
}

// const_cast
int main()
{
    const int x{ 56 };
    const int *xp = &x;
    int *ptr = const_cast<int *>(xp);
}
```