

## Powerful Enums



Let's check this new PR





Good, Brutus created an enum to represent the button status type.

```
enum class ButtonStatusType {
    PLAY,
    RECORD,
    STOP
```

Where is he using this enum?

Brutus is using the enum to customize a Composable button.

```
Button(
   modifier = modifier,
    onClick = onClick,
    enabled = enabled,
    val (iconRes, contentDescription) = when(buttonStatus) {
        ButtonStatusType.PLAY → {
            Pair(R.drawable.ic_play, "Play")
        ButtonStatusType.STOP \rightarrow \{
            Pair(R.drawable.ic_stop, "Stop")
        ButtonStatusType.RECORD → {
            Pair(R.drawable.ic_mic, "Record")
    Icon(
        painter = painterResource(id = iconRes),
        modifier = Modifier.size(56.dp),
        tint = if (enabled) Color.White else Color.Gray
```

I think he can improve this code using powerful enums...



```
Adding properties to the enum...
```

```
Penum class ButtonStatusType(
     @DrawableRes val iconRes: Int,
     val contentDescription: String

PLAY(android.R.drawable.ic_media_play, contentDescription: "Play"),
     RECORD(R.drawable.ic_mic, contentDescription: "Record"),
     STOP(R.drawable.ic_stop, contentDescription: "Stop")
```

No need to check the type anymore to customize the button

```
@Composable
fun MediaButton(
    modifier: Modifier = Modifier,
    buttonStatus: ButtonStatusType,
    enabled: Boolean,
    onClick: (() \rightarrow Unit),
    Button(
        onClick = onClick,
        enabled = enabled,
        Icon(
            painter = painterResource(id = buttonStatus.iconRes),
            modifier = Modifier.size(56.dp),
            tint = if(enabled) Color.White else Color.Gray
```



