

嵌入式C语言之- 枚举类型及应用案例

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助力你成为优秀的电子工程师！



应用案例

```
switch (month)
```

```
{
```

```
case 1:
```

```
case 3:
```

```
case 5:
```

```
case 7:
```

```
case 8:
```

```
case 10:
```

```
case 12:
```

```
printf("month %d has 31 days.\n", month);
```

```
break;
```

代码里这种数字称为魔鬼数字，阅读性和维护性极差，如何优化？

整体介绍

- 枚举类型是一种用户基于int类型自定义的数据类型，它可以让数据更简洁、更易读：
- 当数据只有有限个数的数值组成时，通常用枚举类型来表示；
- 语法格式：

enum 枚举类型名称 {枚举元素1, 枚举元素2, ...}

```
enum Month
```

```
{
```

```
    JAN = 1,
```

```
    FEB,
```

```
    MAR,
```

```
    APR,
```

```
    MAY,
```

```
    JUN,
```

```
    JUL,
```

```
    AUG,
```

```
    SEP,
```

```
    OCT,
```

```
    NOV,
```

```
    DEC
```

```
};
```

1.枚举元素的类型是int类型，如果没有明确赋值，数值从0开始，依次递增1；

2. }后面需要有;

应用案例

```
uint32_t year = 2023;  
enum Month month = DEC;
```

```
switch (month)  
{  
    case JAN:  
    case MAR:  
    case MAY:  
    case JUL:  
    case AUG:  
    case OCT:  
    case DEC:  
        printf("month %d has 31 days.\n", month);  
        break;  
    case FEB:  
        if ((year % 4 == 0 && year % 100 != 0) || (year % 400 == 0))  
        {  
            printf("month %d has 29 days.\n", month);  
        }  
        else  
        {  
            printf("month %d has 28 days.\n", month);  
        }  
        break;  
    default :  
        printf("month %d has 30 days.\n", month);  
        break;  
}
```

应用案例

- esp32平台，获取触摸按键状态的应用案例

```
typedef enum {  
    TOUCH_BUTTON_EVT_ON_PRESS,      //!< Button Press event  
    TOUCH_BUTTON_EVT_ON_RELEASE,    //!< Button Release event  
    TOUCH_BUTTON_EVT_ON_LONGPRESS,  //!< Button LongPress event  
    TOUCH_BUTTON_EVT_MAX  
} touch_button_event_t;
```

应用案例

- esp32平台，获取触摸按键状态的应用案例

```
button_message = touch_button_get_message(element_message);
switch (button_message->event)
{
    case TOUCH_BUTTON_EVT_ON_PRESS:
        touch_button_activate_state[button_channel] = en_touch_press;
        touch_pad_read_benchmark(button_channel, &benchmark);
        touch_pad_read_raw_data(button_channel, &raw_press);
        touch_pad_filter_read_smooth(button_channel, &smooth_press);
        break;

    case TOUCH_BUTTON_EVT_ON_RELEASE:
        xxx

    case TOUCH_BUTTON_EVT_ON_LONGPRESS:
        xxx

    default:
        touch_button_activate_state[button_channel] = en_touch_none;
        HK_LOG_E(TAG, "touch button unknown message");
        break;
}
```

THANK YOU!