

# Enums

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# Overview I

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- Enum types are a means of modelling a variable with a discrete, finite number of values.
- They provide type safety, modularity, clarity and flexibility.
- They are instances of Anonymous inner classes.
- In C++ they are just integers, and can be treated as such, in Java, they are in fact each an instantiation of an anonymous inner class.

# Enum Extra Features

- Because it's a class, it has built in methods such as:
  - `values()`: Returns the possible values as an array.
  - `ordinal()`: Returns the rank of the enum as an integer.
- `values()` can be used to iterate over enums using `for each`.

# Advanced usage of Enums

- Can essentially give an enum a constructor and treat them as a class, e.g:

```
enum Grade{  
    // Create instances of Grade:  
    FIRST(70), TWO_ONE(60), TWO_TWO(50), THIRD(40), FAIL(0);  
    // Define class data:  
        final int boundary;  
        Grade(int x){  
            boundary=x;  
        }  
        public double getBoundary(){return boundary;}  
}
```

```
Grade g=Grade.FIRST;  
System.out.print("g = "+g.boundary);
```

- They can be mutable (Can change data) generally don't use enums in this case, but can be useful as they can model the singleton pattern.

# Summary

- Ensure **Type safety**, errors detected at compile time.
- **Clarity**, makes code easier to understand.
- **Modularity**, add values to existing enum without changing any code that uses the enum type.
- **Flexibility**, built in function are handy.

# Ellipsis Operator

- Allows user to enter a variable number of arguments of a type.
- You cannot assign default values to parameters (You can in C++).
- Takes parameters in as an array.

```
public static double average(double... numbers){  
    double s=0;  
    for(int i=0;i<numbers.length;i++){  
        s+=numbers[i];  
    }  
    return s/numbers.length;  
}  
  
public static void main(String[] args){  
    double d1=100,d2=33,d3=333;  
    double mean;  
    mean=average(d1);  
    mean=average(d1,d2);  
    mean=average(d1,d2,d3);  
}
```

# The End