

Enum

What is enum?

- Is a keyword
- Declare an enumeration
- Should be define directly within a namespace

Enum declaration

```
1  +using ...
6
7  namespace test
8  {
9      //Sat is 0, Sun is 1, Mon is 2
10     0 references
11     enum Day { Sat, Sun, Mon, Tue, Wed, Thu, Fri };
12
13     //Sat is 1, Sun is 2, Mon is 3
14     0 references
15     enum Day2 : byte { Sat = 1, Sun, Mon, Tue, Wed, Thu, Fri };
21
    class Program...
```

Example 1

```
public class Program
{
    2 references
    enum Day { Sun, Mon, Tue, Wed, Thu, Fri, Sat };

    0 references
    static void Main()
    {
        int x = (int)Day.Sun;
        int y = (int)Day.Fri;
        Console.WriteLine("Sun = {0}", x);
        Console.WriteLine("Fri = {0}", y);
    }
}

/* Output:
   Sun = 0
   Fri = 5
*/
```

Example 2

```
0 references
public class Program
{
    2 references
    enum Range : long { Max = 2147483648L, Min = 255L };
    0 references
    static void Main()
    {
        long x = (long)Range.Max;
        long y = (long)Range.Min;
        Console.WriteLine("Max = {0}", x);
        Console.WriteLine("Min = {0}", y);
    }
}

/* Output:
   Max = 2147483648
   Min = 255
*/
*/
```

Exercise

