Scala Programming

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Question:

Write a Scala program that creates an enum class Color with values for different colors. Use the enum class to represent an object's color

Code:

```
sealed trait Color
case object Red extends Color
case object Green extends Color
case object Blue extends Color
case object Orange extends Color
object ColorApp {
def main(args: Array[String]): Unit = {
val myColor: Color = Blue
printColor(myColor)
}
def printColor(color: Color): Unit = color match {
case Red => println("The color is Red.")
case Green => println("The color is Green.")
case Blue => println("The color is Blue.")
case Orange => println("The color is Orange.")
case _ => println("Unknown color.")
}
}
```

Output:

```
HelloWorld.scala
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        sealed trait Color
       sealed trait Color
case object Red extends Color
case object Green extends Color
case object Blue extends Color
case object Orange extends Color
                                                                                                                                                     STDIN
                                                                                                                                                    Input for the program (Optional)
       object ColorApp {
  def main(args: Array[String]): Unit = {
                                                                                                                                                   Output:
         val myColor: Color = Blue
                                                                                                                                                   The color is Blue.
         printColor(myColor)
        def printColor(color: Color): Unit = color match {
        case Red => println("The color is Red.")
case Green => println("The color is Green.")
case Blue => println("The color is Blue.")
case Orange => println("The color is Orange.")
case _ => println("Unknown color.")
19
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```

In this program, we are creating a sealed trait named 'Color' and creating case objects of different COlor names including red, blue, green etc. In the object ColorApp, we are creating a immutable variable (val) of type Color and passes it to the function pritntcolor. In the function printcolor if the case given is Blue(in this example), the function gives an output "The color is blue".

In the next example, if we create a case object named purple, set the value of the immutab; variable myColor to Purple, but don't define its case in the function printColor, the function will give an output of "Unknown color" because it will belong to the case _ .

Code:

```
sealed trait Color
case object Red extends Color
case object Green extends Color
case object Blue extends Color
case object Orange extends Color
case object Purple extends Color
object ColorApp {
  def main(args: Array[String]): Unit = {
    val myColor: Color = Purple
    //val myColor: Color = Blue
    printColor(myColor)
  }
  def printColor(color: Color): Unit = color match {
    case Red => println("The color is Red.")
    case Green => println("The color is Green.")
```

```
case Blue => println("The color is Blue.")
case Orange => println("The color is Orange.")
case _ => println("Unknown color.")
}
```

Output: