Enum Lab

```
public class Problem1 {
    public static void main(String[] args) {
        MyEnums[] myEnums = new MyEnums[4];
        for (int i = 0; i < myEnums.length; i++)</pre>
        {
            System.out.println(myEnums[i]);
    }
}
enum MyEnums
    FIRST("FIRST"), SECOND("SECOND"), THIRD("THIRD"), FOURTH("FOURTH");
    private final String name;
    MyEnums(String name){
        this.name = name;
    public String getName() {
        return name;
}
public class Problem2 {
 public static void main (String args[]) {
 Set<Day> mySet2 = new TreeSet<Day>();
mySet2.add(Day.SATURDAY);
 mySet2.add(Day.WEDNESDAY);
 mySet2.add(Day.FRIDAY);
 mySet2.add(Day.WEDNESDAY);
 for(Day d: mySet2){
 System.out.println(d);
 /*Set<Day> mySet1 = new HashSet<Day>();
 mySet1.add(Day.SATURDAY);
 mySet1.add(Day.WEDNESDAY);
 mySet1.add(Day.FRIDAY);
 mySet1.add(Day.WEDNESDAY);
 for(Day d: mySet1){
 System.out.println(d);
 }*/
public class Problem3 {
 public static void main(String[] args) {
 //write code here to print CAT, LION, SNAKE,
 // and " DOG makes sound: bark "
 for (Animal animal : EnumSet.range(Animal.CAT, Animal.SNAKE)) {
 System.out.println(animal + ",");
String str = "DOG";
 Animal animal1 = Animal.valueOf(Animal.class, str);
 System.out.println(animal1 + " makes sound: " + animal1.sound());
 }
}
enum Animal {
 DOG { String sound() { return "bark"; } },
 CAT { String sound() { return "meow"; } },
 LION { String sound() { return "roar"; } }
 SNAKE { String sound() { return "hiss"; } };
```

```
abstract String sound();
   ______
// First Problem
enum EnumOne
  GREEN,
  YELLOW{
    public void info(){
      System.out.println("Warning Color");
  RED;
  public void info(){
    System.out.println("Signal Colors");
}
public class NewClass
  public static void main(String[] args)
    EnumOne[] eo = EnumOne.values();
    for (EnumOne e : eo){
     e.info();
}
* Singal Color
* Warning Color
* Signal Color
* */
// Second Problem
enum Levels
  TOP, MEDIEUM(10), BOTTOM(20, 30);
  int i, j;
  private Levels()
  private Levels(int i)
    this.i = i;
```

```
private Levels(int i, int j)
   this.i = i;
   this.j = j;
}
public class MainClass
 public static void main(String[] args)
   int[] val = new int[6];
   val[0] = Levels.TOP.i;
   val[1] = Levels.TOP.j;
   val[2] = Levels.MEDIEUM.j;
   val[3] = Levels.MEDIEUM.i;
   val[4] = Levels.BOTTOM.i;
   val[5] = Levels.BOTTOM.j;
   for (int n : val){
     System.out.println(n);
    }
  }
}
/**
* 0
* 0
* 0
* 10
* 20
* 30
* */
______
______
package Lab_22_03_18;
* enum can contain constructor and it is executed separately for each enum
* We can't create enum objects explicitly and hence
*enum can contain concrete methods only i.e. no any abstract method.
enum carManufactural {
   TOYOTA, TESLA, BMW, HUNDAYUI;
   // write constructors
    private carManufactural() {
       System.out.println("Constructor called for : " +
               this.toString());
   }
    public void carManufacturalInfo() {
       System.out.println("Universal popular car");
```

```
}
}
public class labOne {
   // write a method for print output.
   // print TOYOTA, TESLA, BMW, HUNDAYUI
   //TESLA
   //Universal popular car
   public static void main(String[] args) {
       carManufactural c1 = carManufactural.TESLA;
       System.out.println(c1);
       c1.carManufacturalInfo();
   }
               package Lab_22_03_18;
//use enum valueOf() function and convert a String to an Enum object.
       enum Day {
   SUNDAY, MONDAY, TUESDAY, WEDNESDAY,
   THURSDAY, FRIDAY, SATURDAY;
public class LabTwo {
       public static void main(String[] args){
          String day = "SUNDAY";
          Day dayEnum = Day.valueOf(day);
          System.out.println(dayEnum);
          //Print day index number
          Day arr[] = Day.values();
          for (Day d : arr){
              System.out.println(d + " at index " + d.ordinal());
       }
}
_____
package Lab_22_03_18;
public class Lab1 {
   enum Day{ sunday, monday, tuesday, wednesday, thusday, friday, saterday}
   public static void main(String args[]){
       Day day=Day.monday;
       switch(day){
          case sunday:
              System.out.println("sunday");
              break;
          case monday:
              System.out.println("monday");
              break;
          default:
              System.out.println("other day");
```

```
}
  }
======enum Color
   RED, GREEN, BLUE;
   private Color()
   {
       /*write code without any kind of loop to output*/
              GREEN
               BLUE
public class lab3
   // Driver method
   public static void main(String[] args)
       Color c1 = Color.RED;
}
Ans System.out.println( this.toString());
enum Enums
{
   RED, BLUE;
   {
      System.out.println("RED");
   }
   static
   {
      System.out.println("BLUE");
   private Enums()
   {
      System.out.println("Green");
public class Lab6
   public static void main(String[] args)
       Enum en = Enums.BLUE;
   // RED
}
output:
RED
```

Green RED Green BLUE

```
/* output :
           WINTER 5
           SPRING 10
           SUMMER 15
           FALL 20
public class Lab2 {
    enum Season {
           WINTER(5.68), SPRING(10.87), SUMMER(15.08), FALL(20.98);
           Season(double v) {
                this.value = (int) v;
           }
          public int value;
     }
     public static void main(String args[]){
            \begin{tabular}{ll} \textbf{for} & (Season s : Season. $values()$) \end{tabular} 
                System.out.println(s+" "+s.value);
     }
}
```