Enum

Plain enum

```
enum Direction {
    case north
    case south
    case east
    case west
}
let beachDirection: Direction =
Direction.north
```

Enum with raw value

```
enum Order: Int {
    case first = 1
    case second = 2
    case third = 3
    // case ...
}
let classNumber: Order = .first
print(classNumber.rawValue)

guard let nextClass: Order = Order(rawValue:
2) else {
    fatalError("Order has no such case")
}
print(nextClass)
print(Order(rawValue: 2)!)
```

Enum with associated type

```
enum TrainStatus {
    case onTime
    case delayed(minutes: Int)
}

let status1: TrainStatus =
TrainStatus.onTime
let status2: TrainStatus =
TrainStatus.delayed(minutes: 10)

let switchStatus: TrainStatus = status2

switch switchStatus {
    case TrainStatus.onTime:
       print("It's on time")
    case TrainStatus.delayed(let minutes):
       print("Train is delayed \(minutes)
min")
}
```