



Enum in C#

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What is ENUM

1. Enum is a special "class" that represents a group of constants (unchangeable/read-only variables).
2. To create an enum, use the enum keyword (instead of class or interface), and separate the enum items with a comma:



In enum is a special "class" that represents a group of constants (unchangeable/read-only variables).
enums are strongly type constant.



Default underlying type of enum is int.



Default value for first element is ZERO & gets incremented by 1.



Enums are value type.



Enums contains static `GetValues()` & `GetNames()` methods.

★ ..

★ Enumeration (or enum) is a value data type in C#. It is mainly used to assign the names or string values to integral constants, that make a program easy to read and maintain. For example, the 4 suits in a deck of playing cards may be 4 enumerators named Club, Diamond, Heart, and Spade, belonging to an enumerated type named Suit. Other examples include natural enumerated types (like the planets, days of the week, colors, directions, etc.).

★ Example

```
enum Months
```

```
{
```

```
    January, // 0
```

```
    February, // 1
```

```
    March=6, // 6
```

```
    April, // 7
```

```
    May, // 8
```

```
    June, // 9
```

```
    July // 10
```

```
}
```

Thank You



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vowed to help you in yours.



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