

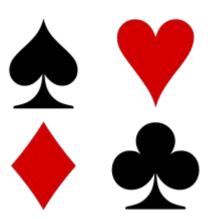
Welcome.TU.code

Enumerations



Motivation

Consider a french deck of cards.



How can we distinguish the different suits?



Naive Method

```
public class Card {
  public static final int CLUBS = 0;
  public static final int DIAMONDS = 1;
  public static final int HEARTS = 2;
  public static final int SPADES = 3;
  private int suit;
  public void setSuit(int suit) {
     this.suit = suit;
```



Enumeration

```
public enum Suit {
   CLUBS, DIAMONDS, HEARTS, SPADES
public class Card {
   private Suit suit;
   public void setSuit(Suit suit) {
      this.suit = suit;
```



How to use an enum

```
compare using ==
  if( this.suit == Suit.CLUBS ){ ...
```



Swich - Case

```
switch (suit) {
   case Suit.CLUBS:
      code;
      break;
   case Suit.SPADES:
      code;
      break;
...
   default: // if it isn't one of the above code;
      break;
}
```

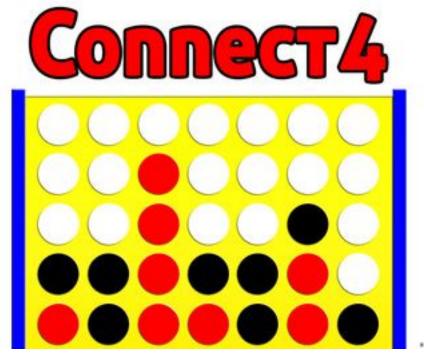


Using enum like a class

```
public enum Coin {
   PENNY(1), NICKEL(5), DIME(10), QUARTER(25);
   private int cents;
   private Coin(int cents) {
      this.cents = cents;
   public int getCents() { return cents; }
   public int perDollar() { return 100 / cents;}
   public String toString() {
      return super.toString() + " (" + cents + "c)";
```



Christmas Project



perch.