

Enum Classes

- Private constructor
- Can create object only within class
- Objects are known at compile time
- Finite number of objects
- Can have normal functions
- Can have abstract functions
- Can implement interfaces
- While using with when , use all cases

Example

```
enum class Direction {  
    NORTH,  
    EAST,  
    SOUTH,  
    WEST  
}
```

Example

```
enum class Gender {  
    MALE,  
    FEMALE,  
    OTHER  
}
```

Example

```
enum class GameLevelState {  
    NOT_STARTED,  
    STARTED,  
    PAUSED,  
    COMPLETED  
}
```

Access Object

```
val <objectName> = <Enum Class>.OBJECTNAME
```

```
val north = Direction.NORTH
```

```
val gender = Gender.MALE
```

```
val levelState = GameLevelState.STARTED
```