Enum + Switch case

test

SpaceHunt

duckfunt  terheijdenseweg 350A, Breda

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## Documentatie

## Enum

The **enum** keyword is used to declare an enumeration, a distinct type that consists of a set of named constants called the enumerator list.

Usually it is best to define an enum directly within a namespace so that all classes in the namespace can access it with equal convenience. However, an enum can also be nested within a class or struct.

By default, the first enumerator has the value 0, and the value of each successive enumerator is increased by 1. For example, in the following enumeration, Sat is 0, Sun is 1, Mon is 2, and so forth.

You can override the standard starting value. (For example Sat=1, Sun, etc.)

You can also use types for **enum**. The approved types for an enum are *byte*, *sbyte*, *short*, *ushort*, *int*, *uint*, *long*, or *ulong*.

## Switch

The switch statement is a control statement that selects a switch section to execute from a list of candidates.

A switch statement includes one or more switch sections. Each switch section contains one or more case labels followed by one or more statements. The following example shows a simple switch statement that has three switch sections. Each switch section has one case label, such as case 1, and two statements.

# Code

## Enum

|  |  |
| --- | --- |
| enum Days | Enum [Identifier] : [byte], [sbyte], [short], [ushort], [int], [uint], [long], [ulong] |
| { | { |
| Sat, | 0, |
| Sun, | 1, |
| Mon, | 2, |
| Tue, | 3, |
| Wed, | 4, |
| Thu, | 5, |
| Fri | 6, |
| }; | }; |

Enum Days : Byte {Sat=1, Sun ,Mon, Tue, Thu, Fri};

## Switch

|  |  |
| --- | --- |
| int caseSwitch = 1; | Int caseSwitch = 1; |
| switch (caseSwitch) | Switch (caseSwitch) |
| { | { |
| case 1: | Case 1: |
| Console.WriteLine("Case 1"); | Break; |
| break; |  |
| case 2: | Case 2: |
| Console.WriteLine("Case 2"); | Break; |
| break; |  |
| default: | Default: |
| Console.WriteLine("Default case"); | Break; |
| break; |  |
| } | } |