

Enums

```
enum class Currency(val info: String) {  
    EUR("Euro"),  
    RON("Romanian leu"),  
    USD("United States Dollar"),  
    GBP("British Pound Sterling")  
}
```

```
fun convertToEur(currency: Currency, amount: Double): Double = when (currency) {  
    RON -> amount * 0.2  
    USD -> amount * 0.8  
    GBP -> amount * 1.2  
    EUR -> amount  
}
```

Sealed Classes vs Enums