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**It111**

**Treasure Hunt Assignment Week-5(Enums)**

Questions:

In our first Enum recording (football theme, not wine). we created a new type.

Q1. What was the name of the type?

**Answer:**

Final .or Constants

We can be used when declaring Variable

We then created a variable of that type

Q2. What was the variable?

**Answer:**

TOUCHDOWN is a variable

CONVERSION is a variable

FIELDGOAL is a variable

So , in Java we use word final when declaring variables to prevent changes to the initially assigned values. And final is placed before the data type and the variable is all uppercase. And the value is always assigned to the variable.

* final int TOUCHDOWN = 6
* final int CONVERSION = 1
* final int FIELDGOAL = 3

The values are never changed

We finally passed the object to the variable, which allowed us to "call" the variable in our System.out.println() method.

Q3. What was the object?

**Answer:**

In order to accept INPUT from a user, we must use a Scanner "object." and

because we are receiving user input or information; therefore we need to use "System.in!"

the user input is an integer

So, ask the end user to enter the touchdowns, conversions and fieldgoals

Scanner input = new Scanner(System.in);

System.out.println("Please enter the number of touchdowns!")

td = input.nextInt();

System.out.println("Please enter the number of conversions!")

con = input.nextInt();

System.out.println("Please enter the number of fieldgoals!")

fg = input.nextInt();

We can assign the integer like Int td, con, fg;

In order to use the above input.nextlnt();