Java → Object-oriented programming → Classes and objects → Fields and methods in enum

Fields and methods in enum → Danger levels

📊 Medium   🕐 3 minutes   ❓

You are given an enum named `DangerLevel`.

Add an integer field to store danger levels and match the number with each constant:

- `HIGH` — 3
- `MEDIUM` — 2
- `LOW` — 1

You should also add the instance method `getLevel` that returns the associated integer number.

After your modifications, the following code should be compiled and work correctly:

```java
1   DangerLevel high = DangerLevel.HIGH;
2   DangerLevel medium = DangerLevel.MEDIUM;
3
4   System.out.println(high.getLevel() > medium.getLevel()); // true
```

📄 Report a typo

↳ Write a program

Code Editor   IDE

```java
Java
1   enum DangerLevel {
2       HIGH(3),
3       MEDIUM(2),
4       LOW(1);
5
6       int level;
7       DangerLevel(int level) {
8           this.level = level;
9       }
10
11      public int getLevel() {
12          return level;
13      }
14  }
15
```

✔ Correct.

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😍 🙂 😐 🙁 😡

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