

**Entry2::operator=()**. Assignment combines the complexities of reading and writing but is otherwise logically similar to the access functions:

### 8.4.1 enum classes

An **enum class** is a scoped and strongly typed enumeration. For example:

```
enum class Traffic_light { red, yellow, green };
enum class Warning { green, yellow, orange, red };// fire alert levels

Warning a1 = 7;                // error: no int->Warning conversion
int a2 = green;                // error: green not in scope
int a3 = Warning::green;       // error: no Warning->int conversion
Warning a4 = Warning::green;    // OK

void f(Traffic_light x)
{
    if (x == 9) { /* ... */ }    // error: 9 is not a Traffic_light
    if (x == red) { /* ... */ }  // error: no red in scope
    if (x == Warning::red) { /* ... */ } // error: x is not a Warning
    if (x == Traffic_light::red) { /* ... */ } // OK
}
```

```
case Warning::red:
    // do something
    break;
}
```