

# Enumerated Types

CSE 114: Introduction to Object-Oriented Programming

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# Enumerated Types

- An enumerated type defines a list of enumerated values
  - Each value is an identifier

```
enum MyFavoriteColor {RED, BLUE, GREEN, YELLOW};
```

- A value of an enumerated type is like a constant and so, by convention, is spelled with all uppercase letters
- Also, by convention, an enumerated type is named like a class with first letter of each word capitalized
- Once a type is defined, you can declare a variable of that type:  

```
MyFavoriteColor color;
```

  - The variable **color** can hold one of the values defined in the enumerated type **MyFavoriteColor** or **null**, but nothing else
- Using enumerated values (e.g., **Color.BLUE**, **Day.MONDAY**) rather than literal integer values (e.g., **0**, **1**, and so on) can make program easier to read and maintain

# Enumerated Types

- The enumerated values can be accessed using the syntax

**EnumeratedTypeName.valueName**

- For example, the following statement assigns enumerated value **BLUE** to variable **color**:

```
color = MyFavoriteColor.BLUE;
```

- An enumerated type is treated as a special class, so an enumerated type variable is therefore a reference variable
  - An enumerated type is a subtype of the **Object** class (inherits all the methods in the **Object** class) and the **Comparable** interface (has the **compareTo** method in the **Comparable** interface)

# Enumerated Types

- The following methods are defined for any enumerated object:

**public String name () ;**

- Returns a name of the value for the object

**public int ordinal () ;**

- Returns the ordinal value associated with the enumerated value
- The first value in an enumerated type has an ordinal value of 0, the second has an ordinal value of 1, the third one 2, and so on

```
public class EnumeratedTypeDemo {
    static enum Day {SUNDAY, MONDAY, TUESDAY, WEDNESDAY, THURSDAY,
        FRIDAY, SATURDAY};

    public static void main(String[] args) {
        Day day1 = Day.FRIDAY;
        Day day2 = Day.THURSDAY;

        System.out.println("day1's name is " + day1.name());
        System.out.println("day2's name is " + day2.name());

        System.out.println("day1's ordinal is " + day1.ordinal());
        System.out.println("day2's ordinal is " + day2.ordinal());

        System.out.println("day1.equals(day2) returns " +
            day1.equals(day2));
        System.out.println("day1.toString() returns " +
            day1.toString());
        System.out.println("day1.compareTo(day2) returns " +
            day1.compareTo(day2));
    }
}
```

```
enum Day {SUNDAY, MONDAY, TUESDAY, WEDNESDAY, THURSDAY,  
FRIDAY, SATURDAY};
```

```
public class EnumeratedTypeDemo {  
    public static void main(String[] args) {  
        Day day1 = Day.FRIDAY;  
        Day day2 = Day.THURSDAY;  
  
        System.out.println("day1's name is " + day1.name());  
        System.out.println("day2's name is " + day2.name());  
  
        System.out.println("day1's ordinal is " + day1.ordinal());  
        System.out.println("day2's ordinal is " + day2.ordinal());  
  
        System.out.println("day1.equals(day2) returns " +  
            day1.equals(day2));  
        System.out.println("day1.toString() returns " +  
            day1.toString());  
        System.out.println("day1.compareTo(day2) returns " +  
            day1.compareTo(day2));  
    }  
}
```

day1's name is FRIDAY

day2's name is THURSDAY

day1's ordinal is 5

day2's ordinal is 4

day1.equals(day2) returns false

day1.toString() returns FRIDAY

day1.compareTo(day2) returns 1

# Enumerated Types

- An enumerated type can be defined inside a class or standalone
  - After the first program is compiled, a class named **EnumeratedTypeDemo\$Day.class** is created
    - When an enumerated type is declared inside a class, the type must be declared as a **static** member of the class and cannot be declared inside a method
    - **static** may be omitted
  - In the latter case, the type is treated as a standalone class, so after the program is compiled, a class named **Day.class** is created



# Using if or switch Statements with an Enumerated Variable

- Often your program needs to perform a specific action depending on the value
  - For example, if the value is **Day.MONDAY**, play soccer; if the value is **Day.TUESDAY**, take piano lesson, and so on

```
if (day.equals (Day.MONDAY) ) {  
    // process Monday  
} else if (day.equals (Day.TUESDAY) ) {  
    // process Tuesday  
} else  
    ...
```

# Using if or switch Statements with an Enumerated Variable

```
switch (day) {  
    case MONDAY:  
        // process Monday  
        break;  
    case TUESDAY:  
        // process Tuesday  
        break;  
    ...  
}
```

- In the switch statement, the case label is an unqualified enumerated value (e.g., **MONDAY**, but not **Day.MONDAY**).

# Processing Enumerated Values Using a Foreach Loop

- Each enumerated type has a static method **values ()** that returns all enumerated values for the type in an array:

```
Day[] days = Day.values();  
for (int i = 0; i < days.length; i++)  
    System.out.println(days[i]);  
// is equivalent with:  
for (Day day: days)  
    System.out.println(day);
```

# Enumerated Types with Data Fields, Constructors, and Methods

```
public enum TrafficLight {  
    RED ("Please stop"), GREEN ("Please go"),  
    YELLOW ("Please caution");  
  
    private String description;  
    private TrafficLight(String description) {  
        this.description = description;  
    }  
    public String getDescription() {  
        return description;  
    }  
};
```

- The constructor is invoked whenever an enumerated value is accessed
  - The enumerated value's argument is passed to the constructor, which is then assigned to **description**

# Enumerated Types with Data Fields, Constructors, and Methods

```
public class TestTrafficLight {  
    public static void main(String[] args) {  
        TrafficLight light = TrafficLight.RED;  
        System.out.println(light.getDescription());  
    }  
}
```

- An enumerated value **TrafficLight.RED** is assigned to variable **light**
- Accessing **TrafficLight.RED** causes the JVM to invoke the constructor with argument “**please stop**”