

TIP 1: Why you should use scoped enumerations

Scoped enumerations **enum class** prevent name clashes, which had to be previously solved using renaming or in-class placement. Moreover, scoped enumerations don't allow implicit conversion.

Name clash prevention


```
enum Serif {Courier, Times, Garamond};
enum Monospace {Consolas, Courier, FixedSys};


enum class Serif {Courier, Times, Garamond};
enum class Monospace {Consolas, Courier, FixedSys};
```

 **doesn't compile**

 **compiles**

Safer - no implicit conversion

```
Serif s;
if(s == 0){} // unsafe, implicit conversion allowed 

Serif s;
if(s == Serif::Courier){} // no implicit conversion 
```

enum

enum class