

C++ Mapping for Enumerations

A Slice [enumeration](#) maps to the corresponding enumeration in C++. For example:

Slice

```
enum Fruit { Apple, Pear, Orange };
```

Not surprisingly, the generated C++ definition is identical:

C++

```
enum Fruit { Apple, Pear, Orange };
```

Suppose we modify the Slice definition to include a [custom enumerator value](#):

Slice

```
enum Fruit { Apple, Pear = 3, Orange };
```

The generated C++ definition now includes an explicit initializer for every enumerator:

C++

```
enum Fruit { Apple = 0, Pear = 3, Orange = 4 };
```

See Also

- [Enumerations](#)
- [C++ Mapping for Structures](#)
- [C++ Mapping for Sequences](#)
- [C++ Mapping for Dictionaries](#)