

C++11 Mapping for Enumerations



A Slice [enumeration](#) maps to the corresponding `enum class` in C++.

For example:

Slice

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

The generated C++ enumeration is:

C++

```
enum class Fruit : unsigned char { Apple, Pear, Orange };
```

The underlying type is `unsigned char` when the enumeration's largest enumerator value is not greater than 254, otherwise it's the default, `int`.

You can alternatively generate an old-style unscoped enum with the `cpp:unscoped` metadata directive.

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 class Fruit : unsigned char { Apple = 0, Pear = 3, Orange = 4 };
```

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See Also

- [Enumerations](#)
- [C++11 Mapping for Structures](#)
- [C++11 Mapping for Sequences](#)
- [C++11 Mapping for Dictionaries](#)
- [Slice Metadata Directives](#)

