More on Data Types

1. Enumerated Data Types

An enumerated data type is a user-defined data type that contains a set of named constants.

```cpp
#include <iostream>
using namespace std;

int main(int argc, const char * argv[]) {
    // declare a new user defined type called TemperatureScale with six constants
    // variables of this type can only store one of these six constants
    enum TemperatureScale {Kelvin, Celsius, Fahrenheit, K, C, F};

    // declare a variable of type TemperatureScale
    TemperatureScale temp;

    // assign the constant Celsius to the variable
    temp = Celsius;

    // note that the constant Celsius is different from the constant C
    if (temp == C) {
        cout << "Yes";
    }

    cout << temp; // note that this will print out 1 and not the word Celsius
    return 0;
}
```

2. NSString

Converting from NSString to an int:

```cpp
int i;
float f;
NSString* myString;

i = [myString intValue];
f = [myString floatValue];
```