**// Using enumerated types in switch statements**

**1 enum** Team {Yankees, Braves, Giants}

2

3 Team myTeam = Team.Yankees;

4 **switch** (myTeam)

5 {

6 **case** Yankees: // no type name qualifier used here

7 System.out.println(myTeam + " " + Team.Yankees);

8 }

**Figure 7.33 Syntax of enumerated types in a switch statement.**