

**Crate** | strum

# ■ strum

- ◆ Short for String Enum
- ◆ Provides macros to implement commonly desired functionality for enums:
  - Stringify variants
  - Convert strings into enums
  - Variant iterator, messages, and count
- ◆ Mostly useful for variants that do not contain associated data

# ■ Cargo.toml

```
[dependencies]
```

```
strum = { version = "0.20", features = ["derive"] }
```

# ■ Variant Count

```
use strum::EnumCount;
```

```
#[derive(Debug, EnumCount)]
```

```
enum Color {
```

```
    Red,
```

```
    Green,
```

```
    Blue,
```

```
}
```

```
println!("Variant count: {}", Color::COUNT);
```

# ■ Variant Iterator

```
use strum::{EnumIter, IntoEnumIterator};
```

```
#[derive(Debug, EnumIter)]
```

```
enum Color {
```

```
    Red,
```

```
    Green,
```

```
    Blue,
```

```
}
```

```
for variant in Color::iter() {
```

```
    println!("{:?}", variant);
```

```
}
```

# ■ Messages – Example

```
use strum::EnumMessage;

#[derive(Debug, EnumMessage)]
enum Status {
    #[strum(
        message = "Idle",
        detailed_message = "Waiting for jobs"
    )]
    Idle,
    Processing,
}
```

# ■ Messages – Output

```
let idle = Status::Idle;  
println!("{:?}", idle.get_message());  
println!("{:?}", idle.get_detailed_message());  
let processing = Status::Processing;  
println!("{:?}", processing.get_message());
```

Some("Idle")

Some("Waiting for jobs")

None

# String to Enum - Example

```
use std::str::FromStr;
use strum::EnumString;

#[derive(Debug, EnumString)]
enum Status {
    #[strum(serialize = "i", serialize = "Idle")]
    Idle,
    #[strum(serialize = "p")]
    Processing,
}
```



# ■ String to Enum – Usage

```
// Ok(Idle)
```

```
let idle = Status::from_str("i");
```

```
// Ok(Idle)
```

```
let idle = Status::from_str("Idle");
```

```
// Ok(Processing)
```

```
let processing = Status::from_str("p");
```

```
// Err(NotFound)
```

```
let processing = Status::from_str("Processing");
```

# ■ Recap

- ◆ *strum* provides string-related functionality to enums
- ◆ *EnumCount* provides the *Enum::COUNT* constant containing the number of variants
- ◆ *IntoIter* and *IntoEnumIterator* provide the *Enum::iter()* method to iterate over variants
- ◆ *EnumString* combined with *std::str::FromStr* allow converting from a string to an enum