Conversions classification

a). Destructive – cbw, cwd, cwde, cdq, movzx, movsx, mov ah,0; mov dx,0; mov edx,0

   Non-destructive – Type operators: byte, word, dword, qword

b). Signed - cbw, cwd, cwde, cdq, movsx

   Unsigned – movzx, mov ah,0; mov dx,0; mov edx,0, byte, word, dword, qword

c). by enlargement – all the destructive ones ! + word, dword, qword

   by narrowing – byte, word, dword

d). implicit vs explicit conversions

   e = a+b+c   e,b = float , a,c – integer

   i=c //only in C NOT in C++ !

   float → integer ? How can you do this conversion ? THIS is NOT a conversion !!

   YOU CAN NOT CONVERT ANYTHING HERE !!!!!

   - Alternatively you must ASSUME THE RESPONSIBILITY OF **CUTTING OUT** INFORMATION
     by using predefined special functions (floor, ceil, round, trunc)