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## Type Conversion

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### Type Conversion

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#### 1. Implicit Casting

- The lower-numerical data type can be automatically (implicitly) converted into higher-numerical data type.

| Conversion From |   | Conversion To   |
|-----------------|---|---|
| sbyte           | → | short, int, long, float, double, decimal                      |
| byte            | → | short, ushort, int, uint, long, ulong, float, double, decimal |
| short           | → | int, long, float, double, decimal                             |
| ushort          | → | int, uint, long, ulong, float, double, decimal                |
| int             | → | long, float, double, decimal                                  |
| uint            | → | long, ulong, float, double, decimal                           |
| long            | → | float, double, decimal  |
| ulong           | → | float, double, or decimal                                     |
| float           | → | double  |
| double          | → | [none]  |
| decimal         | → | [none]  |
| char            | → | ushort, int, uint, long, ulong, float, double, decimal        |

## 2. Explicit Casting

- We can manually convert a value from one data type to another data type, by specifying the destination data type within brackets, at left-hand-side of the source value.
- **Syntax:** (DestinationDataType)SourceValue

## 3. Parsing

- The string value can be converted into any numerical data type, by using "Parsing" technique.
- The source value must contain digits only; shouldn't contain spaces, alphabets or special characters.
- If the source value is invalid, it raises FormatException.  
**Syntax:** DestinationDataType.Parse(SourceValue)

## 4. TryParse

- The string value can be converted into any numerical data type, by using "Parsing" technique.
- The source value must contain digits only; shouldn't contain spaces, alphabets or special characters.
- It checks the source value, before converting.
- If the source value is invalid, it returns false; otherwise it returns true [if conversion is successful]
- **Syntax:**  
BooleanVariable = DestinationDataType.TryParse(SourceValue, out DestinationVariable)

## 5. Conversion Methods

- The System.Convert is a static class, which contains a set of pre-defined methods to convert a value from "any standard data type" to "any standard data type".
- It raises exception, if the source value is invalid.
- For each data type, we have a conversion method.

| Conversion To | Conversion Method                |
|---------------|----------------------------------|
| sbyte         | System.Convert.ToSByte( value )  |
| byte          | System.Convert.ToByte( value )   |
| short         | System.Convert.ToInt16( value )  |
| ushort        | System.Convert.ToUInt16( value ) |
| int           | System.Convert.ToInt32( value )  |

|          |                                    |
|----------|------------------------------------|
| uint     | System.Convert.ToUInt32( value )   |
| long     | System.Convert.ToInt64( value )    |
| ulong    | System.Convert.ToUInt64( value )   |
| float    | System.Convert.ToSingle( value )   |
| double   | System.Convert.ToDouble( value )   |
| decimal  | System.Convert.ToDecimal( value )  |
| char     | System.Convert.ToChar( value )     |
| bool     | System.Convert.ToBoolean( value )  |
| DateTime | System.Convert.ToDateTime( value ) |