

# Type Casting

<https://csci-1301.github.io/about#authors>

May 25, 2021 (06:26:23 PM)

## Contents

<b>1 Numerical Datatypes</b>	<b>1</b>
1.1 Literals and Variables	1
1.2 Operations	1
1.3 Cast Operator	2

## 1 Numerical Datatypes

For this part, it is recommended to have the datatypes cheatsheet<sup>1</sup> readily available. Note that it contains numerous references at its end. You are encouraged to open those links, if you have not already, to have a look at the official documentation, which should not scare you.

### 1.1 Literals and Variables

This part should be first carried out without using an IDE, but with pen and paper.

Assume we have the following statements:

```
int a = 21, b = 4;
float f = 2.5000000f;
double d = -1.3;
decimal m = 2.5m;
```

Answer the following:

- How many variables are declared?
- What are their datatypes?
- What are their values?
- What are their names?

### 1.2 Operations

- Consider the following expressions. For each of them, tell if they are legal and if so, give the result and its corresponding datatype. The first two are given as examples:

---

<sup>1</sup>[../datatypes\\_in\\_csharp.html](https://csci-1301.github.io/datatypes_in_csharp.html)

Operation	Legal?	Result	Datatype
a + d	Yes	19.7	double
m + f	No	N/A	N/A
a / b			
b * f			
d + f			
d + b			
a + m			
f / m			
d * m			

You can check your answers using an IDE: create a new project, copy the variable declarations and assignments, and write your own statements to perform the calculations in the `Main` method. For instance, if you want to check that the result of `a + d` is of type `double`, write something like:

```
double tempVariable1 = a + d;
Console.WriteLine($"The value of d+f is {tempVariable1}");
int tempVariable2 = a + d; // This line should give you an error.
```

### 1.3 Cast Operator

Create a new project, and then do the following.

1. Add in your program the following:

```
float floatVar = 4.3f;
int intVar = floatVar; // This statement will give you an error
```

You will get an error that reads

```
Cannot implicitly convert type 'float' to 'int'. An explicit conversion exists (are
↪ you missing a cast?)
```

Can you explain it?

2. Your IDE is suggesting that we use a “cast” to “force” C# to store the value of the variable `floatVar` into the variable `intVar`. To do so, replace the previous statement with the following:

```
int intVar = (int)floatVar; // This statement will compile
```

3. Using a `Console.WriteLine` statement, observe the value stored in `intVar`. Can you tell if the value stored in `floatVar` was rounded or truncated before being stored in the variable `intVar`? Conduct further experiments if needed to answer this question.