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## App Exercise – Converting Types
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>These exercises reinforce Swift concepts in the context of a fitness
  tracking app.
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If you completed the Fitness Calculations exercise, you calculated the percent of the daily step goal that a user has achieved. However, you did this by having `steps` be of type `Double`. But you can't really track a partial step, so `steps` should probably be of type `Int`. Go ahead and declare `steps` as type `Int` and give it a value between 500 and 6,000. Then declare `goal` as type `Int` and set it equal to 10,000.

Now create a constant `percentOfGoal` of type `Double` that equals the percent of the goal that has been reached so far. You'll need to convert your constants of type `Int` to be of type `Double` in your calculation.

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*/
let steps: Double = 5500
let goal: Double = 10000

let percentOfGoal: Double = steps/goal
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