

Agenda

Monday, March 13, 2023 1:53 PM

- ✓ Typecasting
- Types of errors
- Input issue

1. Typecasting - converting data from one type to another type
 - a. Implicit typecasting - compiler converts data into implicit form
 - b. Explicit Typecasting - programmer will specify to which type data to be converted
 - i. Add data type () before operand
 - ii. Add type character post to the operand e.g
12L - convert 12 integer data into long int data type
7f - convert data into float type

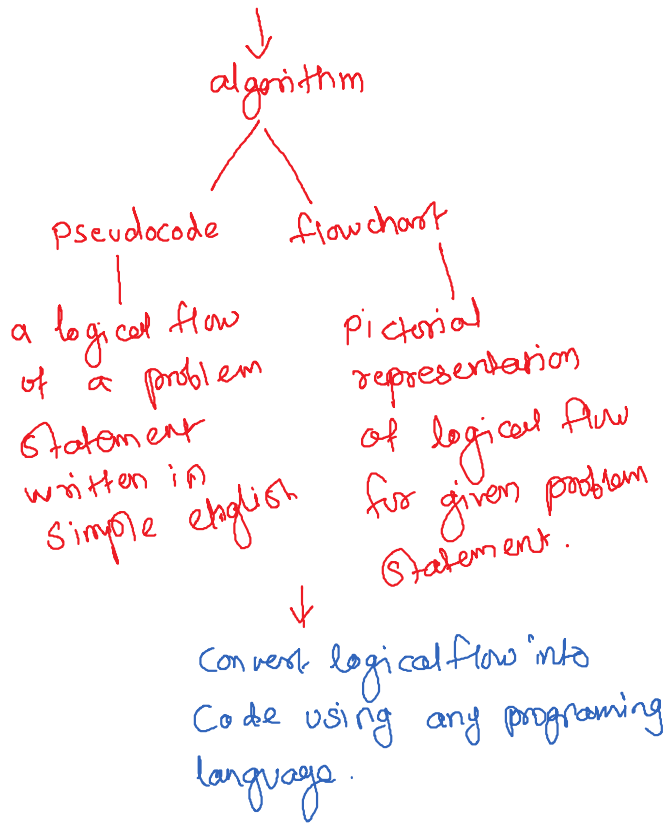
char
|
int
|
float
|
double

signed
|
unsigned

char = int
← int is demoted
downcasting
narrowing down
chance is data may loss.

Accept 3 numbers from user and display average

Monday, March 13, 2023 2:13 PM



Start

Declare num1,num2,num3,avg

Display "Specify number"

Input num1

Display "Specify number"

Input num2

Display "Specify number"

Input num3

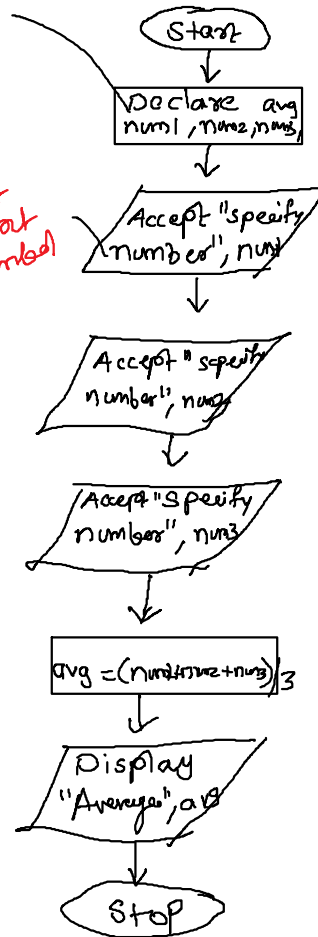
Avg = (num1+num2+num3)/3;

Display "Average =",avg

end

process symbol

input output symbol



Types of errors

1. Compile Time Error
2. Runtime Error
3. Linker Error
4. Logical Error

int x = 5 + 2;
 (X) = 7;
 location
 nature is variable

7 = 5 + 2
 identifier.
 int is a int constant

(7) = 5 + 2
 constant
 not modifiable.

— lvalue required error
 compile time error
 location value which is modifiable is required.

(3 + 2) = 8 * 2

~~6 * 16~~

(i = 5) i = 7

(i = i + 2) = 3

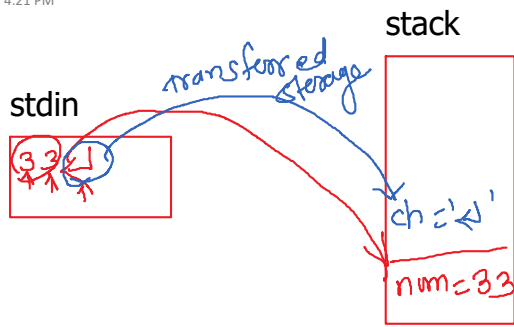
(i = 5 + 2)
 i = 7

(7) = 3

constant
 lvalue

2 + (3 * 7)

2 + 21



3 streams are available

1. stdin - standard input buffer stream
2. stdout - standard output buffer stream
3. stderr - standard error stream