/\* Sometimes we may need to try and force one DataType to another. When

\* we do this we need to think about what happens to the number.

\*/

//int Total;

//double cost = 10.01;

//Total = (int)cost;

//Console.WriteLine(Total);

//Console.ReadLine();

/\* Everything that we get from a user will come as a string. This causes

\* us a problem when we need to do come kind of calculation with it or

\* store a number in an number variable.

\*/

//Console.WriteLine("We will add 5 to any number you give me.");

//Console.Write("What number? ");

//string userNumber = Console.ReadLine();

//int result = userNumber + 5;

/\* Notice that VS is yelling at us. It is saying that is can not convert

\* the string on its own. Ok so lets change the DataType of the variable

\*/

//Console.WriteLine("We will add 5 to any number you give me.");

//Console.Write("What number? ");

//int userNumber = Console.ReadLine();

//int result = userNumber + 5;

/\* It is still yelling because we are trying to assign the user's input

\* to an int variable and we know that that input always comes from the

\* user as a string. So lets try this

\*/

//Console.WriteLine("We will add 5 to any number you give me.");

//Console.Write("What number? ");

//int userNumber = int.Parse(Console.ReadLine());

//int result = userNumber + 5;

//Console.WriteLine(result);

//Console.ReadLine();

/\* You can do this with other Datatypes as well. We coud do this in a

\* diffrent way also.

\*/

//Console.WriteLine("We will add 5 to any number you give me.");

//Console.Write("What number? ");

//int userNumber;

//int.TryParse(Console.ReadLine(), out userNumber);

//int result = userNumber + 5;

//Console.WriteLine(result);

//Console.ReadLine();

/\* The TryParse will try to Parse the input and if succussful will assign

\* it to userNumber variable that has been declared before hand.

\*/