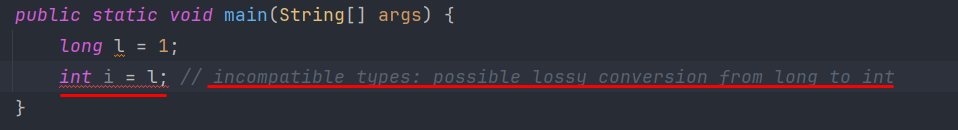
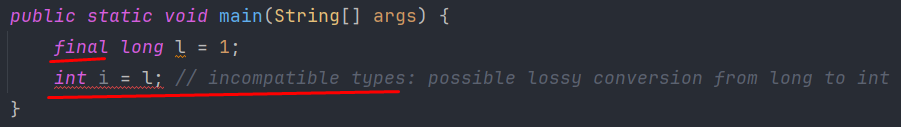


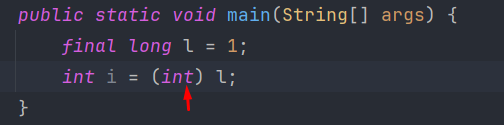
Pastdagi misolda **l** bu **long** type li bo’lib, uni **int** type ga o’zlashtira olmaymiz. Xatolik kelib chiqadi. Sababi katta type li o’zgaruvchini kichik typeli o’zgaruvchiga o’zlashtirib bo’lmaydi. Xattoki **1** soni **int** type ni chegarasiga kirsa ham. Shuning uchun pastda compile time error chiqadi:



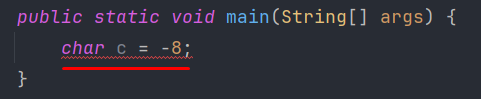
Xattoki **long** ni **final** qilib constanta qilib yozsak ham farqi yo’q compile time xatolik turaveradi:



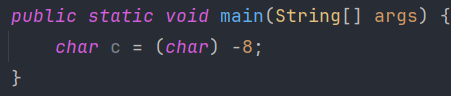
Yechimi shunchaki **int** type ga casting qilish kerak:



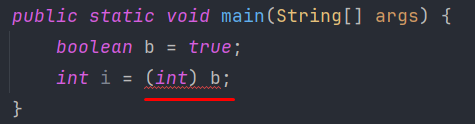
**Char** type da **negative** son berish mumkin emas. Bersak xato bo’ladi.

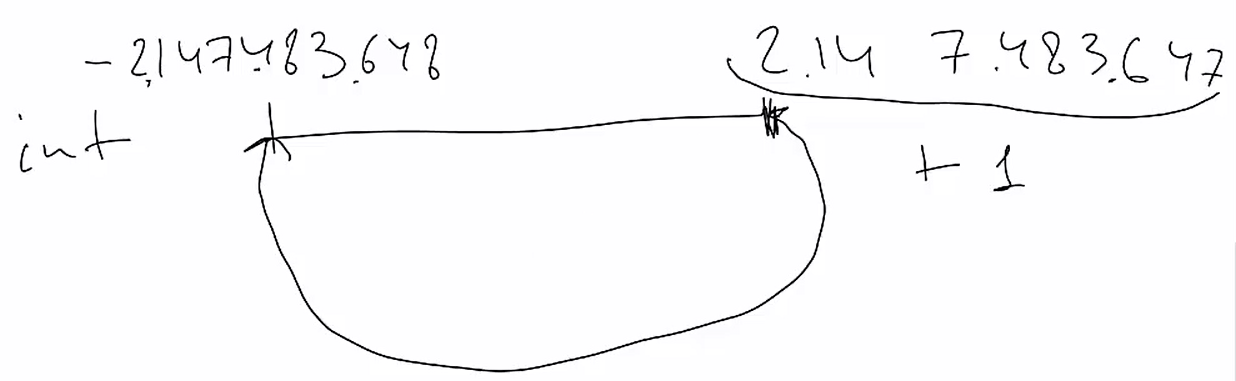


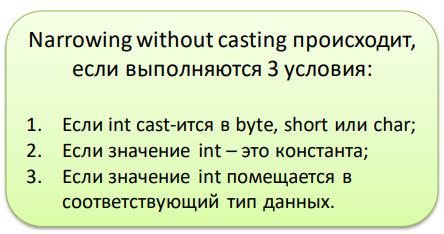
Lekin **char** ga cast qilsak xatolik yo’qoladi:



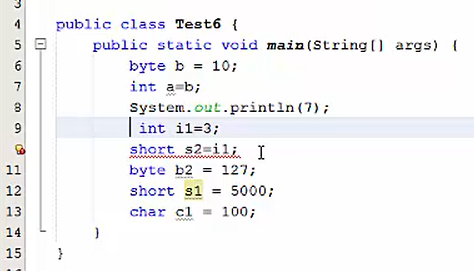
Agar biz type casting qilayotgan bo’lsak, u holda ular bir-biriga mos bo’lishi kerak. Aksi bo’lsa, compile time error beradi. Masalan Boolean va number lar hech qachon bir-biriga mos type bo’la olmaydi:



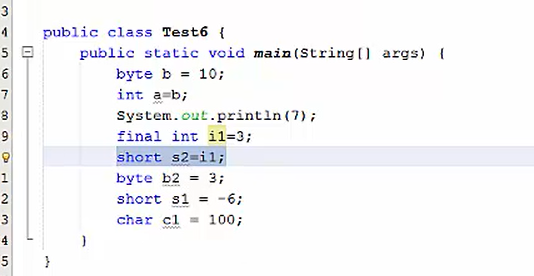




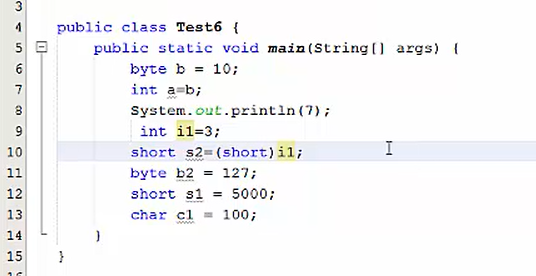
Pastda 10-qatorda xatolik olyapmiz, sababi int type ni short type ga o’girib bo’lmaydi. chunki int type ni chegarasi short typenikidan katta bo’lagani uchun. Shuning uchun biz xatolik olyapmiz:



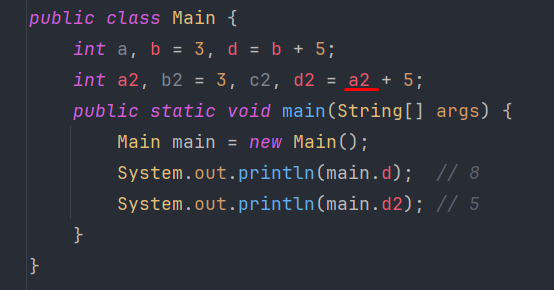
Lekin e’tibor bergan bo’lsangiz, 9-qatorda int ni final orqali constant deb yozib olyapmiz. Bunday holatda byte ga int ni o’zlashtirsak xato bo’lmaydi:



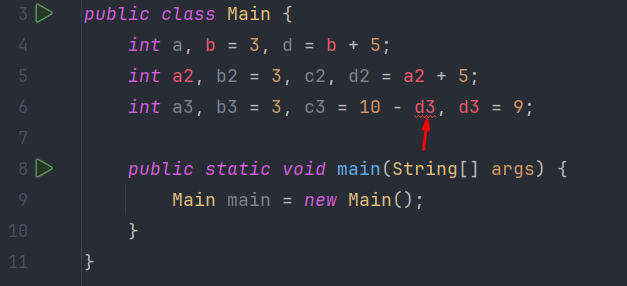
Yoki shunchaki casting qilish kerak bo’ladi short type ga:



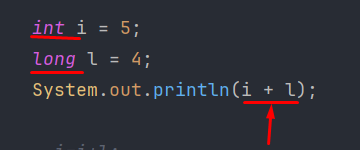
Pastdagi misolda **a2** ni qiymati default holatda **0** ga teng, sababi instance o’zgaruvchilarni har doim defaut type bo’ladi, shuning uchun **d2** ni qiymati **0+5** teng **5** bo’ldi:



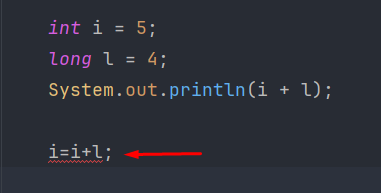
Pastdagi holatda esa **c3=10-d3** dagi ifodada **d3** hali e’lon qilinmasdan oldin ishlatilyapti. Shuning uchun **6-**qatorda xatolik sodir bo’ladi:



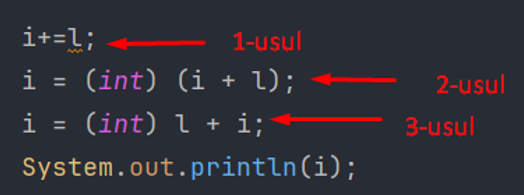
Pastdagi ifodada **i+l** ifodadan chiqqan natija **long** typega o’giriladi:



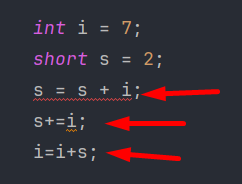
Endi **i=i+l** yozsak xatolik beradi. Sababi **i+l** dan chiqqan natija long bo’lar edi. Biz endi long int typega o’girmoqchi bo’lyapmiz. Shuning uchun compile time error beradi:



Lekin pastdagi kabi 3 ta usul bilan yozsak error bermasdan to’g’ri ishlaydi. Sababi casting bo’lyapti **int** ga. **1**-usulga e’tibor beraylik. **i+=l;** ifoda **i=i+l;** ifodaga teng kuchli lekin, **i+=l;** ifodada avtomatik **int** ga casting qilinadi:



Bundan shuni xulosa qilish mumkinki, agar matematik amal bajarayotganda number type lar ustida, eng katta type liga natija o’zlashtirilishi kerak. Yuqoridagi misolda ham long eng katta bo’lgani uchun long ga o’zlsahtirdik natijani. Agar qiymatlarimizda int va short bo’lsa, u holda biz bu ifodani qo’shsak, natija int typeda bo’ladi, chunki yuqorida ko’rdik eng katta typeda bo’ladi natija. Sababi int type kattaroq:



Float, long, byte da eng katta type bu float bo’lgani uchun natija ham floatda bo’ladi. floatga tayinlasakkina xato bo’lmaydi:

