

① byte a = 10; char ch; X ch = a; lossy conv	② char ch = 'A'; byte b; X b = ch; lossy conv	③ short a = 10; char ch; X ch = a; lossy conv
④ char ch = 'A'; short s; X s = ch; lossy conv	⑤ int a = 10; char ch; X ch = a; lossy conv	⑥ char ch = 'A'; int n; ✓ n = ch;

byte : -128 — 127

char : 0 — 65535

short : -32768 — 32767

int : -2147483648 — 2147483647

① `int x = 1;`
`boolean y;`

② `boolean y = true;`
`int x;`

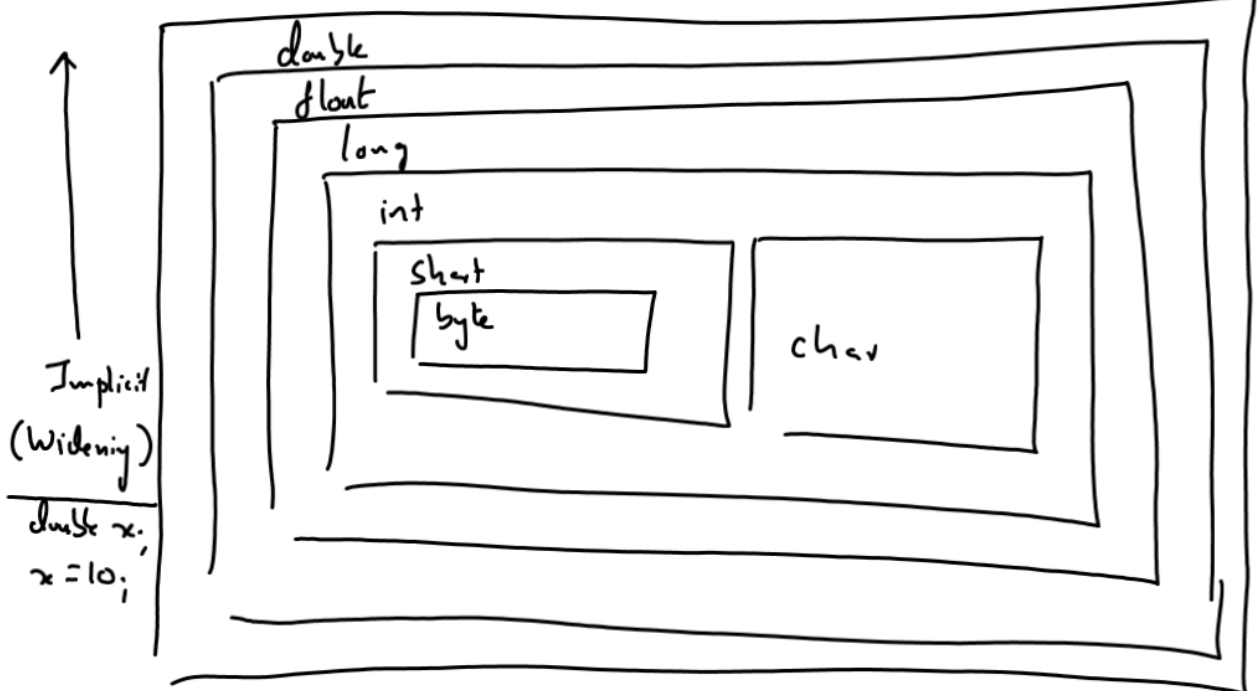
X `y = x;`
Incompatible Types

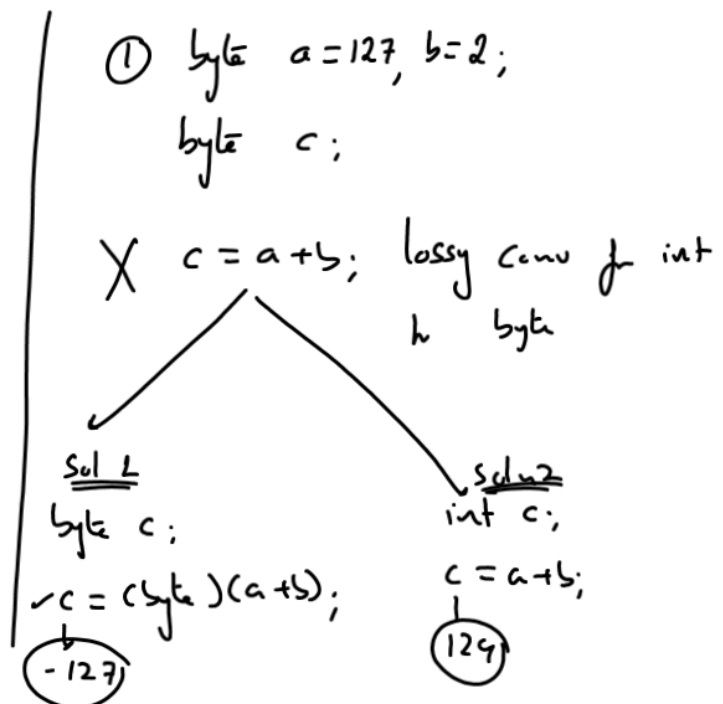
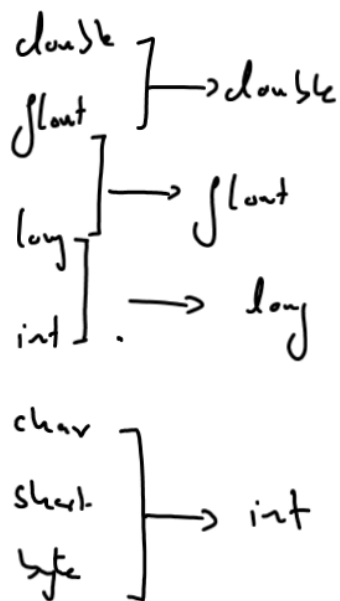
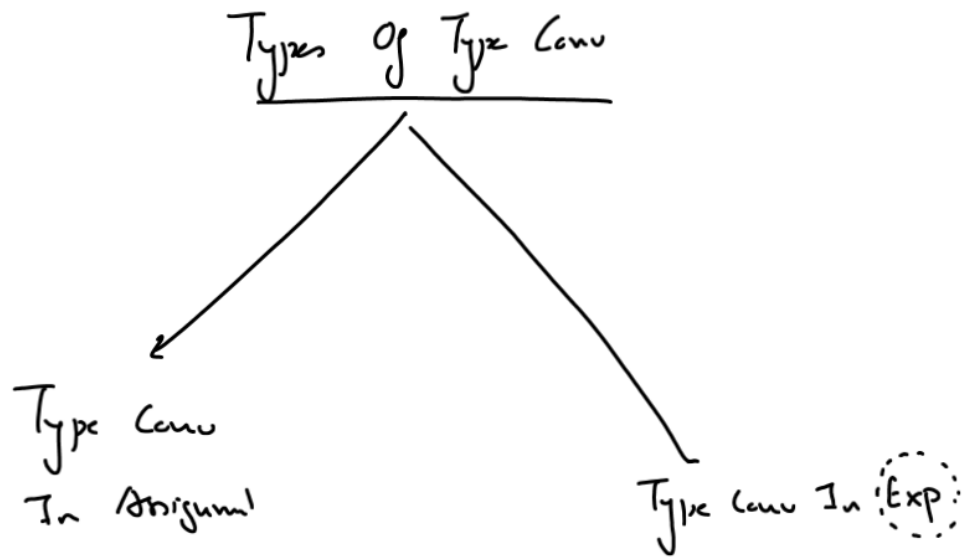
X `x = y;`

③ `int x = 1;`
`boolean y;`
X `y = (boolean)x;`

④ `boolean y = true;`
`int x;`
X `x = (int)y;`

`int x;`
`x = (int)1.7;` / Explicit (Narrowing)





byte a = 10, b = 20;

byte c;

var = (data_{byte}) var ✓

✓ c = (byte)(a + b);

var = (data_{byte})^a(exp) ✓

uls

c = (byte)a + (byte)b; ~~X~~ lessy conv
for int
to byte