(Local Conv) Type Casting

```
#include <stdio.h>
#include <conio.h>
void main()
{
    int a, b;
    float c;
    clrscr();
    printf("Enter 2 int:");
    scanf("%d %d",&a,&b);
                10  4
    c = (float)a / b;
    printf("Div is %f", c);
    getch();
}
```

c = a (float) / b; X

~~c = a / b;~~

c = (float) a / b;

OR

c = a / (float) b;

c = (float)(a / b);

Syntax:

① (data type) var ;

② (data type) const ;

③ (data type) (expr) ;

(Local conv) Type Casting printf("Enter 2 int:");

```
#include <stdio.h>
#include <conio.h>
void main( )
{  int a, b;
   clrscr( );
```

scanf(".%d.%d",&a,&b);
(10 4)

printf("Div is .%f", (float)a/b);

getch( );
}

```
int a = 5;
```

X `printf("%f", a);` → Absurd answer

✓ `printf("%f", (float)a);` → 5.000000

① `avg = sum / 3.0;`

or

`avg = sum / (float)3;`

Type casting a const!

② `avg = (a+b+c) / 3.0;`

or

`avg = (float)(a+b+c) / 3;`

Type casting a exp

```
void main()
{
    float a, b;
    int c;
    clrscr();
    printf("Enter 2 floats: ");
    scanf("%f %f", &a, &b);
                   10.9  3.6

    c = a / b;                    X
    c = (int) a / (int) b;
    printf("Rem is %d", c);
                          (2)
    getch();
}
```

```
int x = 65;
printf("%d", x);
printf("%c", x);
printf("%f", (float) x);
                 65.000000
```

① printf("%d", GG); ✓

② printf("%c", GG); ✓

③ printf("%f", GG); X

④ printf("%f", (float)GG);

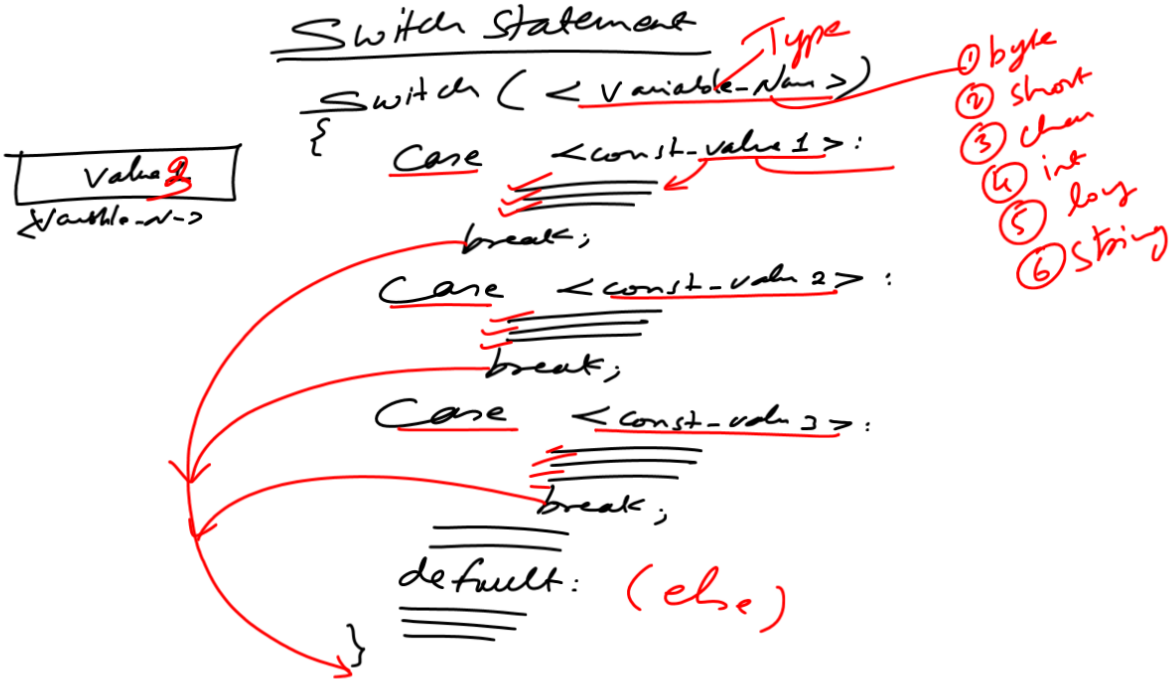
⑤ printf("%f", GG.0);

⑥ printf("%d", GG.0); X

⑦ printf("%c", GG.0); X

⑧ printf("%d", (int)GG.0);

⑨ printf("%c", (char)GG.0);



```
class Test
{
p.s.v.m.(String arg[])
}
 Scanner KB = new Scanner(System.in);
  int day;
S.O.P("Enter The No of week = ");
  day = KB.nextInt();
 Switch(day)
 {
    Case 1:
        S.O.P("Today is monday");

    Case 2:
        S.O.P("Today is tuesday");
```

7
day

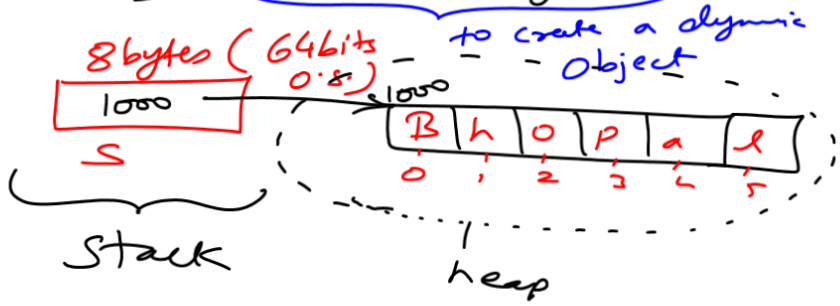
```
    Case 7:
        S.O.P("Today is sunday");

    default:
        S.O.P("Invalid input");
    }
  }
}
```

No of month	Season
11, 12, 1, 2	Winter
3, 4, 5, 6	Summer
7, 8, 9, 10	Rainy

String class

① String S; — object reference

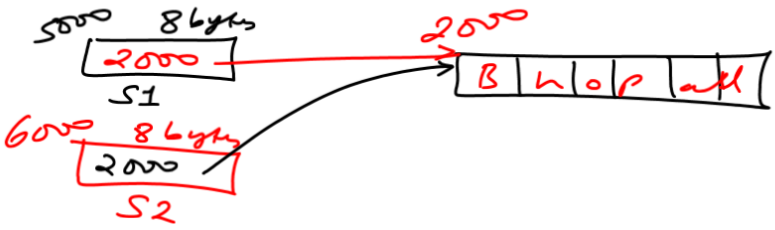
S = new String("Bhopal"); — to create a dynamic object



① 1) String S1 = new String("Bhopal");

2) String S2 = S1;

```
if(S1 == S2)
        S.O.P.("both address are same");   (Ans)
else
        S.O.P.("Not same");
```

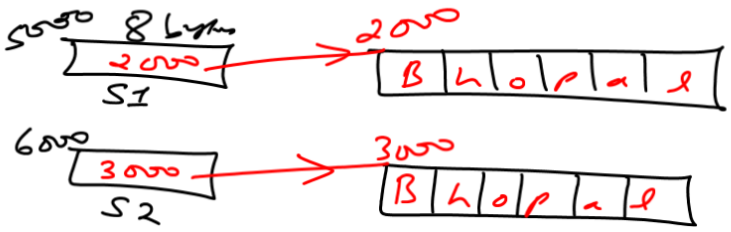


(2)

① String s1 = new String ("Bhopal");

② String s2 = new String (s1);

```
if( s1 == s2)
        S.O.P.("both address are same");
else
        S.O.P.("Not same");
```



method of String class

1) public char charAt(int indexNo);
2) public int length();
3) public boolean equals(String);
4) public boolean equalsIgnoreCase(String);