(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 fprintf("./d", GG); ✓ (GG)

② fprintf("./c", GG); ✓ (B)

③ fprintf("./f", GG); X (Absurd)

④ fprintf("./f", (float)GG); GG.000000

⑤ fprintf("./f", GG.0); GG.000000

⑥ fprintf("./d", GG.0); X (Absurd)

⑦ fprintf("./c", GG.0); X (Absurd)

⑧ fprintf("./d", (int)GG.0); (GG)

⑨ fprintf("./c", (char)GG.0); (B)