

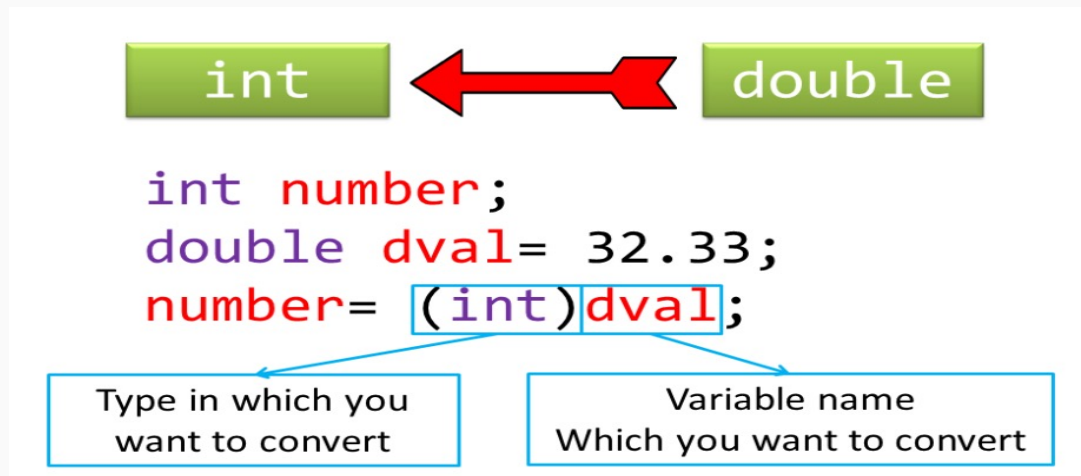


## Primitive Type Castings

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# Primitive Type casting

- Allows us to assign one primitive type value to another primitive type
- There are two types of primitive type castings: **implicit** and **explicit** castings
- Cast Operator is needed to manually convert a value



# Implicit casting

- Casting smaller primitive types to larger primitive types
- Implicitly done by the compiler

```
byte a = 25;  
int b = a;
```

```
short x = 1000;  
long y = (long)x;
```

# Explicit casting

- Casting larger primitive types to smaller primitive types
- Must be done explicitly

```
int a = 100;  
byte b = (byte) a;
```

```
long x = 2000;  
short y = (short) x;
```



## Arithmetic Operators

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# Arithmetic Operators

NAME	OPERATOR	PURPOSE & NOTES	EXAMPLE	RESULT
ADDITION	+	Adds one value to another	10+5	15
SUBTRACTION	-	Subtracts one value from another	10-5	5
DIVISION	/	Divides two values	10/5	2
MULTIPLICATION	*	Multiplies two values	10*5	50
MODULUS	%	Divides two values and returns the remainder	10%3	1