

# Workshop on C# Programming: Learn to Build

Date :

Day 1 - 26, October 2018

Day 2 - 2, November 2018

Day 3 - 9, November 2018



Sponsored by:



Young Engineers Society

Organized by :

East West University  
Computer Programming Club

**C#**

Day 1

Lecture5: Type Casting

# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            int a = 1;
```

```
            int b = 2;
```

```
            short result = (short) (a + b);
```

```
            Console.WriteLine(result);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```

# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            string String1 = "123";
```

```
            int a = Int32.Parse(String1);
```

```
            Console.WriteLine(a);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```

# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            string String1 = "123";
```

```
            string String2 = "321";
```

```
            int c = Int32.Parse(String1) + Int32.Parse (String2);
```

```
            Console.WriteLine(c);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```

# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            string String2 = "321";
```

```
            int b = Convert.ToInt32(String2);
```

```
            Console.WriteLine(b);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```

# Type Casting

```
using System;

namespace dataType
{
    class Program
    {
        static void Main(string[] args)
        {
            string String1 = "123";
            string String2 = "321";
            int c = Convert.ToInt32 (String1) + Convert.ToInt32(String2);
            Console.WriteLine(c);
            Console.Read();
        }
    }
}
```

# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            string String1 = "123";
```

```
            string String2 = "321";
```

```
            int c = Int32.Parse.ToInt32 (String1) + Convert.ToInt32(String2);
```

```
            Console.WriteLine(c);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```



# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            double d = 123.998;
```

```
            int e = (int)d;
```

```
            Console.WriteLine(e);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```

# Type Casting

```
using System;
```

```
namespace dataType
```

```
{
```

```
    class Program
```

```
    {
```

```
        static void Main(string[] args)
```

```
        {
```

```
            string String1 = "123";
```

```
            int a = Int32.Parse(String1);
```

```
            object obj = a;
```

```
            int r = (int)obj;
```

```
            Console.WriteLine(r);
```

```
            Console.Read();
```

```
        }
```

```
    }
```

```
}
```

This slide is provided as a course material in the workshop named  
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Organized by-  
East West University Computer Programming Club (EWUCoPC)

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