**Clasificarea conversiilor**

**a). Distructive - cbw, cwd, cwde, cdq, movzx d,s, movsx d,s, mov ah,0, mov dx,0, mov edx,0**

**Nedistructive – byte, word, dword, qword**

**b). Cu semn - cbw, cwd, cwde, cdq, movsx d,s,**

**Fara semn – movzx d,s, mov ah,0, mov dx,0, mov edx,0, byte, word, dword, qword**

**c). prin largire (by enlargement) – toate cele distructive, word, dword, qword**

**prin ingustare (by narrowing) – byte, word, dword**

e = a+b+c – integer to float = conversii implicite

* Float to integer se realizeaza NU prin conversii ci prin aplicare de functii predefinite ale limbajului (floor, ceil, trunc etc).