



Literals

A literal is a notation for representing a fixed value in a variable.

Numeric literals can be type annotated by adding the type as a suffix. As an example, to specify that the literal 42 should have the type i32, write 42i32.

The type of unsuffixed numeric literals will depend on how they are used. If no constraint exists, the compiler will use i32 for integers, and f64 for floating-point numbers.

```
fn main() {  
    // Suffixed literals, their types are known at initialization  
    let x = 1u8;  
    let y = 2u32;  
    let z = 3f32;  
  
    // Unsuffixed literals, their types depend on how they are used  
    let i = 1;  
    let f = 1.0;  
}
```

Casting

The conversion of one data type into another.

Rules for converting between different types. In Rust we make use of **as** keyword when we want to convert from one type to another.

```
fn main() {  
    let decimal = 65.43_f32;  
  
    let integer = decimal as u8;  
}
```