Extra Recording

Typecasting

To change data type from one to another.

Implicit Type casting
- Automatic Type conversion

Take example

```
int num1=10 ;
float num2 =5.5;
float result = num1 +num2;
cout<< result << endl;
```

num1 will promoted to float 10.0
So that result = 10.0 + 5.5 = 15.5

In Automatic type conversion, compiler promote type(data) to increase precision of the outputed calculation

Explicit Type casting

e.g →

```
int num1 =10;
float num2 = 5.5;
float result = num1 + (int) num2;
cout<< result <<endl;
```

O/P ⇒ 15

Bonus

1. INT / INT = int
2. INT / Float = float
3. float / INT = float

Switch Case

- Alternative of if else statements
  ↑
  (long)
- Expression must have integral value.

Always write "break" statement to avoid fall through condition in switch.

- Only INT value should be there in expression of switch case.
  NO float, double

Character are whole integer in its Asciivalues hence they are valid.