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The datatype of the c# is smallcaps and for every datatype in c# has equivalent datatype in .net so when u compile it, it would translate internally to .net type.

When you are using the real numbers in c# in double or float or decimal it by default takes as a **double**, so specify it explicitly

Float number=6.4f

Decimal d= 4.2m

Double =3.4 // double

The difference between these three are just ranges and the sizes of it that I described in the top.

Real numbers are those which do not have imaginary numbers it can have 123(whole number), negative numbers(-1,-2), fractions (3/4), decimals(0.4,7.2), and even irrational numbers(square root, pi etc)

**In short**: Real numbers are any number that can be placed on the number line.

**Decimal Numbers**

**These are subset of real numbers that has a decimal point.**

**EG: 3.14,** l=0.0001

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Whole number 📌 It’s a number you can count with — starting from **zero** and going up.

**Not a fraction**, **Not a decimal**, **Not negative**

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**TYPE CONVERSION:**

Implicit happens when the input datatype is smaller then the target datatype, where as if the input datatype is bigger than the output datatype it is not possible we need to explicitly convert it by specifying externally

Int i=(int) l;

Where as the non compatible data types are converted using the Convert class

Eg: String s=”l”;

Int i=Convert.toInt32(s);