Conversions classification

a). Destructive – cbw, cwd, cwde, cdq, movzx, movsx, mov ah,0; mov dx,0; mov edx,0 ; INSTRUCTIONS !!!

    Non-destructive – <u>Type operators</u>: byte, word, dword, qword

b). Signed - cbw, cwd, cwde, cdq, movsx

    Unsigned – movzx, mov ah,0; mov dx,0; mov edx,0, byte, word, dword, qword

c). by enlargement – all the destructive ones ! + word, dword, qword

    by narrowing – byte, word, dword

Implicit vs explicit conversions

    e = a+b+c e,b = float , a,c – integer (integer to float – implicit conversions)

    i=c //only in C NOT in C++

    float → integer ? How can you do this conversion ? Float to integer – NOT by conversions but by applying predefined functions of the language (floor, ceil, trunc etc). Alternatively you must ASSUME as a programmer THE RESPONSIBILITY OF CUTTING OUT INFORMATION by using predefined special functions (floor, ceil, round, trunc)