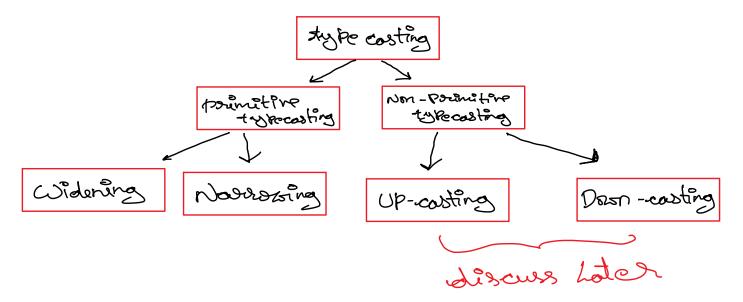
### **Type Casting**

The process of converting one type of datatype into another type of datatype, is known as typecasting.

Type casting is further classified into 2 types they are:

- 1. primitive type casting
- 2. non-primitive / derived typecasting

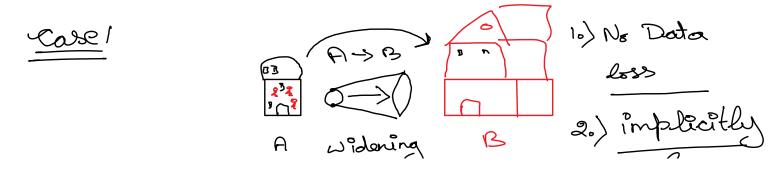


### **Primitive Typecasting:**

The process of converting one primitive type into another primitive type is known as primitive type casting.

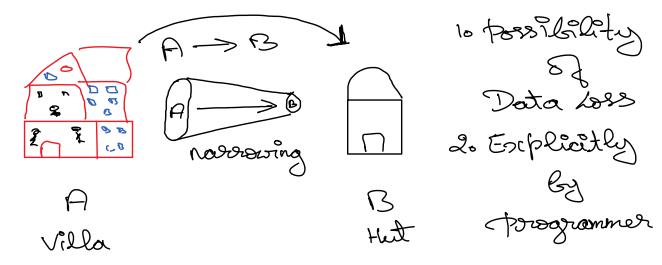
In, primitive type casting we have 2 classifications they are:

- 1. widening
- 2. narrowing



A widoning B 2.) implicitly
Hut villa Compiler

case 2;

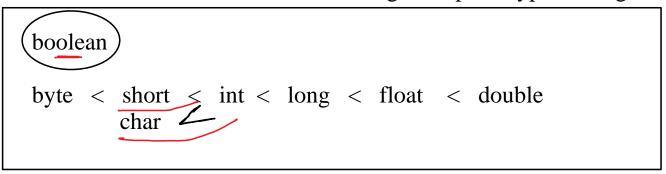


## 1. Widening:

The process of converting smaller range primitive datatype into larger range primitive datatype is known as widening.

#### Note:

- 1. In widening there is no data loss.
- 2. Widening can be done implicitly by the compiler, hence it is also known as auto-widening or implicit type-casting.



#### Note:

- 1. boolean datatype cannot be converted into any other primitive type.
- 2. we cannot convert any primitive type into boolean type.

# Assignment 1:

- 1. Write programs for the following:
  - 1. byte:
- ➤ byte -> short
- ➤ byte -> int
- ➤ byte -> long
- ➤ byte -> float
- ➤ byte -> double
- ➤ byte -> char
- ➤ byte -> boolean

### 2. short:

- ➤ short -> int
- ➤ short -> long
- ➤ short -> float
- ➤ short -> double
- ➤ short-> char
- ➤ short > boolean
- 3. int
- 4. long
- 5. float
- 6. double
- 7. char

### **Narrowing:**

The process of converting larger range primitive data type into smaller range primitive data type is known as narrowing.

#### Note:

- 1. There is a possibility of data loss.
- 2. narrowing is **not done** implicitly by the compiler.
- 3. narrowing is done by the programmer with the help of **type-cast operator**

#### typecast operator:

Syntax:

( type ) literal / expression

it is a unary operator, which is used to convert the value or expression into the specified datatype.

example:



boolean — Solening

byte < short < int < long < float < double char

narrowing

# **Assignment2:**

- 1. double:
- ➤ double --> float
- ➤ double --> long
- ➤ double --> int
- ➤ double --> short
- ➤ double --> byte
- ➤ double --> char
- ➤ double --> boolean
- 2. float
- **3.** long
- **4.** int
- 5. short
- **6.** byte