Variable Casting

This lesson will let you know how variables can be converted from one type to another via casting.

WE'LL COVER THE FOLLOWING

What is Casting?

It is often important to be able to convert between different types of data.

For example, the user may request a `double` precision value from your program, but your program stores them as `floats`. The requires a conversion method between types. This conversion is accomplished via **casting**.

The syntax for casting is as follows:

```
(type)name
```

Where **type** is the type to convert to, and **name** is the name of the variable to convert.

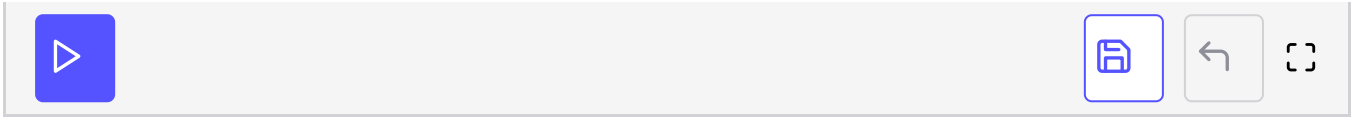
Example

```
using System;

namespace VariablesExampleOne
{
    class Program
    {
        static void Main(string[] args)
        {
            float myFloat = 76.467f;
            Console.WriteLine("The variable myFloat contains " + myFloat);
            int myFloat2 = (int)myFloat;
```

```
            Console.WriteLine("The integer cast of myFloat is " + myFloat2);
        }


    }
}
```



This line **9** declares a `float` type variable **z**. Line **11** of code performs a type cast on the floating point variable named `myFloat`. It is important to note that a cast does not change the contents of the variable `myFloat`.

Instead, a new integer value of `myFloat2` is created and stored in the variable truncated.

> The name truncated comes from the fact that this type of conversion (from float to int) removes any precision past the decimal place. This is called **truncating**.

You have now quite a better understanding of variables in C#. Let us have a quiz now!