Type Casts

You can specify an explicit conversion by using a type cast, like this:

```
int numerator = 5, denominator = 7;
double bad = numerator / denominator;   // OOPS!!! now 0
double good = static_cast<double>(numerator) / denominator;
```

1. `numerator` and `denominator` are both integers
2. `bad` is a `double`, but the calculation uses `int`, so bad ends up with `0.0`.
3. `static_cast` creates a temporary, anonymous `double` to "stand in" for `numerator` during the calculation, so floating-point (true) division is performed instead of integer division.

There are four **named casts**. We'll meet others later. Bjarne Stroustrup, (the inventor of C++) has listed several reasons why you should use these new-style casts on his C++ FAQ.