implicit

small → big

explicit

big → small

```
byte b = 127;
int a = 257;
b = (byte)a;
a = b;
```

out of range of byte

257 % 256 = 1

```
float f = 5.6f;
int x = (int)f ⇒ 5 (.6 is lost)
```

(explicit)

* increment :-

```
byte a = 30;
byte b = 10;
int c = a * b; ⇒ 300
```