Conversions classification

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

   Non-destructive – Type operators: 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

d). implicit vs explicit conversions

     e = a+b+c   e,b = float , a,c – integer

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

     float → integer ? How can you do this conversion ?

YOU CAN NOT CONVERT ANYTHING !!!!!

- Alternatively you must ASSUME THE RESPONSIBILITY OF CUTTING OUT INFORMATION by using predefined special functions (floor, ceil, round, trunc)

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

- Float to integer – NOT by conversions but by applying predefined functions of the language (floor, ceil, trunc etc).