

# Type Conversion in C++

A type cast is basically a conversion from one type to another. There are two types of type conversion:

## 1. **Implicit Type Conversion** Also known as 'automatic type conversion'.

- Done by the compiler on its own, without any external trigger from the user.
- Generally takes place when in an expression more than one data type is present. In such condition type conversion (type promotion) takes place to avoid lose of data.
- All the data types of the variables are upgraded to the data type of the variable with largest data type.

```
bool -> char -> short int -> int ->
```

```
unsigned int -> long -> unsigned ->
```

```
long long -> float -> double -> long double
```

- It is possible for implicit conversions to lose information, signs can be lost (when signed is implicitly converted to unsigned), and overflow can occur (when long long is implicitly converted to float).

### ▼ **Example of Type Implicit Conversion:**

```
// An example of implicit conversion
#include <iostream>
using namespace std;

int main()
{
    int x = 10; // integer x
    char y = 'a'; // character c
    // y implicitly converted to int. ASCII
    // value of 'a' is 97
    x = x + y;
```

```

// x is implicitly converted to float
float z = x + 1.0;

cout << "x = " << x << endl
     << "y = " << y << endl
     << "z = " << z << endl;

return 0;
}

```

### Output

```

x = 107
y = a
z = 108

```

**2.Explicit Type Conversion:** This process is also called type casting and it is user-defined. Here the user can typecast the result to make it of a particular data type.

In C++, it can be done by two ways:

**Conversion using Cast operator:** A Cast operator is an **unary operator** which forces one data type to be converted into another data type.

C++ supports four types of casting:

1. Static Cast
2. Dynamic Cast
3. Const Cast
4. Reinterpret Cast

#### ▼ Example:

```

#include <iostream>using namespace std;
int main()
{
    float f = 3.5;

    // using cast operator
    int b = static_cast<int>(f);
}

```

```
    cout << b;  
}
```

### Output

3

### Advantages of Type Conversion:

- This is done to take advantage of certain features of type hierarchies or type representations.
- It helps to compute expressions containing variables of different data types.