

Type Casting

done by programmer



```
int a = 12;  
byte b = (byte) a;
```

type casting
Narrowing "

↓
destination data type

```
short c = (short) a;
```

```
char d = (char) a;
```

```
float e = 0.05F;
```

```
int val = (int) e;
```

Type Conversion

done by compiler

→ Implicit type casting

Widening "

```
short a = 2;
```

```
int b = a;
```

← type casting

byte, short, int, long, float, double
char

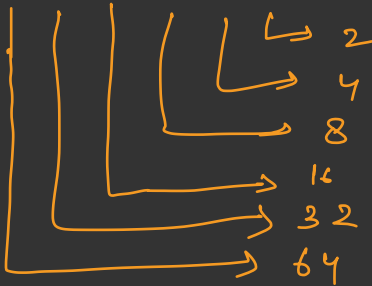
→
type conversion

1 0 0 0 0 0 1 0

1's 0 1 1 1 1 1 0 1

2's

0 1 1 1 1 1 1 0



126

2	130	
2	65	0
2	32	1
2	16	0
2	8	0
2	4	0
2	2	0
2	1	0
2	0	1