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**Part 3. The 5 different ways of type casting in c++**

***Implicit Conversion***

An implicit conversion happens when we try to copy a value of a specific type to another compatible type.

For example when we convert a float to a double.

***Regular C style cast***

A regular c style cast is when we try a number of different C++ casts and then we take the first one that works.

***Dynamic\_Cast***

A dynamic\_cast is used when we don’t know what the exact type the object is. It makes sure that the type conversion is a valid one. Used for polymorphic types.

***Static\_Cast***

A static\_cast is used for ordinary conversions between types. We can use a static\_cast to convert data types such as ints to doubles.

We also use static casts when we want to cast pointers.

***Reinterpret Cast***

Reinterpret cast is used when we want to cast a type bitwise to a different type.