using System; // .Net Class Library

namespace ConsoleApp1

{

internal class Program

{

static void Main(string[] args)

{

// From the below code Convert class is derived from System namespace

string num = Console.ReadLine(); // Takes input from user

byte numByte = Convert.ToByte(num); // Converts num to byte

double dec = Convert.ToDouble(num); // Converts num to double

int num16 = Convert.ToInt16(num); // Converts num to int16

int num32 = Convert.ToInt32(num); // Converts num to int32

}

}

}