

C++ Tutorials

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```
Ex ⇒ #include <iostream>
       using namespace std;
       int main ()
       {
           short x = 20;
           int y = x; // implicit Type Casting
           cout << "the value of x" << x << endl;
           cout << "The value of Y" << y;
           return 0;
       }
```

2) Explicit Type Casting ⇒ When the user manually changes data from one type to another, This is known as Explicit type Casting.

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Syntax ⇒ (data type) Expression;

long double → double → float → long int →
unsigned int → int → short int → char