

Type Conversion

and

Coercion



Explicit type Conversion :- Routines to change from data type to another

Example:-

Pascal :- the function 'round' - Converts a real type to integer
C :- eg (int) x, for float x Converts the value of x to type integer.

Coercion :- Implicit type of Conversion, performed by the System.

Pascal: + integer and real, integer is converted to real

Java: Permits implicit Coercions if the operation is widening

C++: explicit Cast must be given. [int short → long int]

Two opposite approaches to type Coercion :

→ No Coercion ; any type mismatch is considered an error, Pascal, Ada.

→ Coercion are the Rule : Only if no Conversion is possible, error is reported.

Advantages of Coersion:

It basically free the programmer from the low level concerns up to some level, as adding

Two different data types i.e
Real & int

Disadvantage

As programmer concern to some level is reduced which may be that it hides some serious errors which will not be easy to point out.

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