

★ EXPRESSIONS

* Expressions are mainly classified into

1. Arithmetic expressions.
2. Relational expressions.
3. Logical expressions.

1. Arithmetic expressions

* An expression that involves arithmetic operators is called arithmetic expression.

* Arithmetic expressions are further classified into

a) Integer expressions - Arithmetic expression that contain only integer operands is called integer expression.

Eg: $x+y$, where x and y are integers.

b) Floating point expression - Arithmetic expression that contain only floating point data is called floating point expression.

Eg: $x+y$, where x and y are floating point data.

2. Relational expressions

* The expression that contain relational operators is called relational expression.

Eg: $x > y$

3. Logical expressions

* Expression that contain logical operators are called logical operations.

Eg: $x \geq y \ \&\& \ y \leq z$

★ TYPE CONVERSION

* When an operation is performed on the operands with different data type, the data type of one operand will be converted to another and it's called type conversion.

* Type conversion can be done in 2 ways.

- 1) Implicit type conversion (Type promotion)
- 2) Explicit type conversion (Type casting)

1) Implicit type conversion

* When an expression involves different data types C++ converts the lower sized operand to the type of highest sized operand and it's called as implicit type conversion or type promotion.

Eg :-

```
#include <iostream.h>
```

```
void main ( )
```

```
{
```

```
int a, b;
```

```
float c;
```

```
cout << "enter numbers";
```

```
cin >> a >> b;
```

```
c = a + b; /* type promotion will be applied by converting int to float  
as float is the highest compared to int data type. output will  
be a floating point value.*/
```

```
cout << c; }
```

2) Explicit type conversion

* In this type conversion programmer will manually perform the conversion. i.e. the data type of the result of operation will be specified by the programmer.

syntax

(type) expression

Eg :- int x, y, z;

float c;

c = (float) x + y / z;

* The result of the operation will be converted to float before storing in to the variable 'c'.