

Umwandlung von Datentypen

Zahl → Text

int → *char[]*

```
char achText[20];
int i = 5;
itoa(i, achText, 10);
```

long → *char[]*

```
char achText[20];
long nLong = -333333;
ltoa(nLong, achText, 10);
```

float → *char[]*

es gibt keine einfache Funktion

double → *char[]*

es gibt keine einfache Funktion

int → *CString*

```
CString sText;
int i = 5;
sText.Format("%d", i);
```

long → *CString*

```
CString sText;
long nLong = -333333;
sText.Format("%d", nLong);
```

float → *CString*

```
CString sText;
float fFloat = -2.4;
sText.Format("%f", fFloat);
```

double → *CString*

```
CString sText;
double fDouble = -2.4;
sText.Format("%f", fDouble);
```

Text → Zahl

char[] → *int*

```
char achText[20] = "789";
int nInt;
nInt = atoi(achText);
```

CString [] → *int*

```
CString sText = "789";
int nInt;
nInt = atoi(sText);
```

char[] → *long*

```
char achText[20] = "-33333";
long nLong;
nLong = atol(achText);
```

CString → *long*

```
CString sText = "-34";
long nLong;
nLong = atol(sText);
```

char[] → *float*

```
char achText[20] = "-33333";
float fFloat;
fFloat = atof(achText);
```

CString → *float*

```
CString sText = "-33333";
float fFloat;
fFloat = atof(sText);
```

char[] → *double*

```
char achText[20] = "-33333";
double fDouble;
fDouble = atof(achText);
```

CString → *double*

```
CString sText = "-33333";
double fDouble;
fDouble = atof(sText);
```