

four facts about doubles:

```
int op int -> int
int op double -> double
double op int -> double
double op double -> double
```

```
can store an int value in a double variable
cannot store a double value in an int variable
```

```
convert to int:    (int)(_____ )
convert to double: (double)(_____ )
```

(Roundoff error: 15.0 / 11.0 * 11.0 is not 15.0)

```
compare doubles with < or >, instead of == or !=
```