

Implicit operator

The implicit keyword is used to declare an implicit user-defined type conversion operator.

In other words, this gives the power to your C# class, which can accept any reasonably convertible data type without type casting. And such a kind of class can also be assigned to any convertible object or variable. e.g.

```
class MyType
{
    public static implicit operator int(MyType m)
    {
        // code to convert from MyType to int
    }
}
```

e.g. within DeltaShell

```
public string Path { get; set; }

public static implicit operator TestDataPath(string path)
{
    return new TestDataPath { Path = path };
}

public static class Plugins
{
    public static class Habitat
    {
        public static readonly TestDataPath DeltaShellPluginsImportersHabitatTests = "DeltaShell.Plugins.
Habitat.Tests";
        public static readonly TestDataPath DeltaShellPluginsHabitatTests = "DeltaShell.Plugins.Habitat.Tests";
    }
}
```