

Module no : 10

Autoboxing Unboxing

Date : 20/10/2022.

Agenda :-

- ① Wrapper Classes
- ② Autoboxing
- ③ Unboxing

**Primitive Type****Wrapper Class**

byte

Byte

short

Short

int

Integer

long

Long

float

Float

double

Double

boolean

Boolean

char

Character





## Auto boxing :-

Auto boxing is the automatic conversion that the java compiler makes between the primitive types and their corresponding object wrapper classes :-

### Sample program :-

```
class Main {  
    public static void main (String [] args) {  
        int x = 5 ;  
        float Y = 3.14F ;  
        long Z = 10000 ;  
  
        Integer intObj = x ;  
        Float floatObj = Y ;  
        Long longObj = Z ;  
    }  
}
```

## Unboxing:-

The automatic conversion of wrapper object to its corresponding primitive data type is known as unboxing.

## Sample Program:-

```
class Main {  
    public static void main (String args[]) {  
        Integer x = 5;  
        Float Y = 2.4F;  
        Long Z = 10000L;  
  
        int a = x;  
        float b = Y;  
        long c = Z;  
    }  
}
```