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primitive data types in java

byte, short, int , long, float, double, char, boolean

- Values of primitive variables gets stored in stack

For every primitive data types, there exists a class, these classes are called as Wrapper classes

Byte, Short, Integer, Long, Float, Double, Character, Boolean

--For objects, references gets stored in stack, but actual objects gets stored in heap area.

Type casting

- Type casting is implicit or explicit
- If the type casting is from smaller location to bigger location, then it is implicit
byte > short > int > long > float > double
- Otherwise it is explicit.

int i=45; byte j=i ----- Error

int i=45; byte j=(byte)i ----- explicit typecasting

Boxing and unboxing

int k=34;

Integer ob=k; ---- converting from primitive value to object is called as boxing,

and it is implicit

int j=ob; converting object into primitive type is called as unboxing, and it is implicit