Rules :

1. Primitive Widening > Boxing > Varargs.

2. Widening and Boxing (WB) not allowed.

3. Boxing and Widening (BW) allowed.

4. While overloading, Widening + vararg and Boxing + vararg can only be used in a mutually exclusive manner i.e. not together.

5. Widening between wrapper classes not allowed

Overloaded methods Invoked by saying Called method

doX(Integer i) & doX(long l) doX(5) long (by Rule 1)

doX(int...i) & doX(Integer i) doX(5) Integer (by Rule 1)

doX(Long l) & doX(int...i) doX(5) int...i (Rule 2 & 1)

doX(Long l) & doX(Integer...i) doX(5) Integer...i(R. 2&1)

doX(Object o) & doX(Long l) doX(5) Object o (Rule 2&3)

doX(Object o) & doX(int...i) doX(5) Object o (Rule 3&1)

doX(Object o) & doX(long l) doX(5) long l (Rule 3&1)

doX(long...l) & doX(Integer...i) doX(5) ambiguous (Rule 4)

doX(long...l) & doX(Integer i) doX(5) Integer (Rule 1)

doX(Long l) Integer i; error (Rule 5)

doX(i)

doX(Long l) & doX(long...l) Integer i; long...l(Rule 5 & 1)

doX(i)

Widening:

byte to short, int, long, float, or double

short to int, long, float, or double

char to int, long, float, or double

int to long, float, or double

long to float or double

float to double