Q59. What is boxing and unboxing in Java? Explain with an example \*

Boxing: The automatic conversion of primitive data type into its corresponding wrapper class is known as autoboxing, for example, byte to Byte, char to Character, int to Integer, long to Long, float to Float, boolean to Boolean, double to Double, and short to Short.

Unboxing: The automatic conversion of wrapper type into its corresponding primitive type is known as unboxing. It is the reverse process of autoboxing.