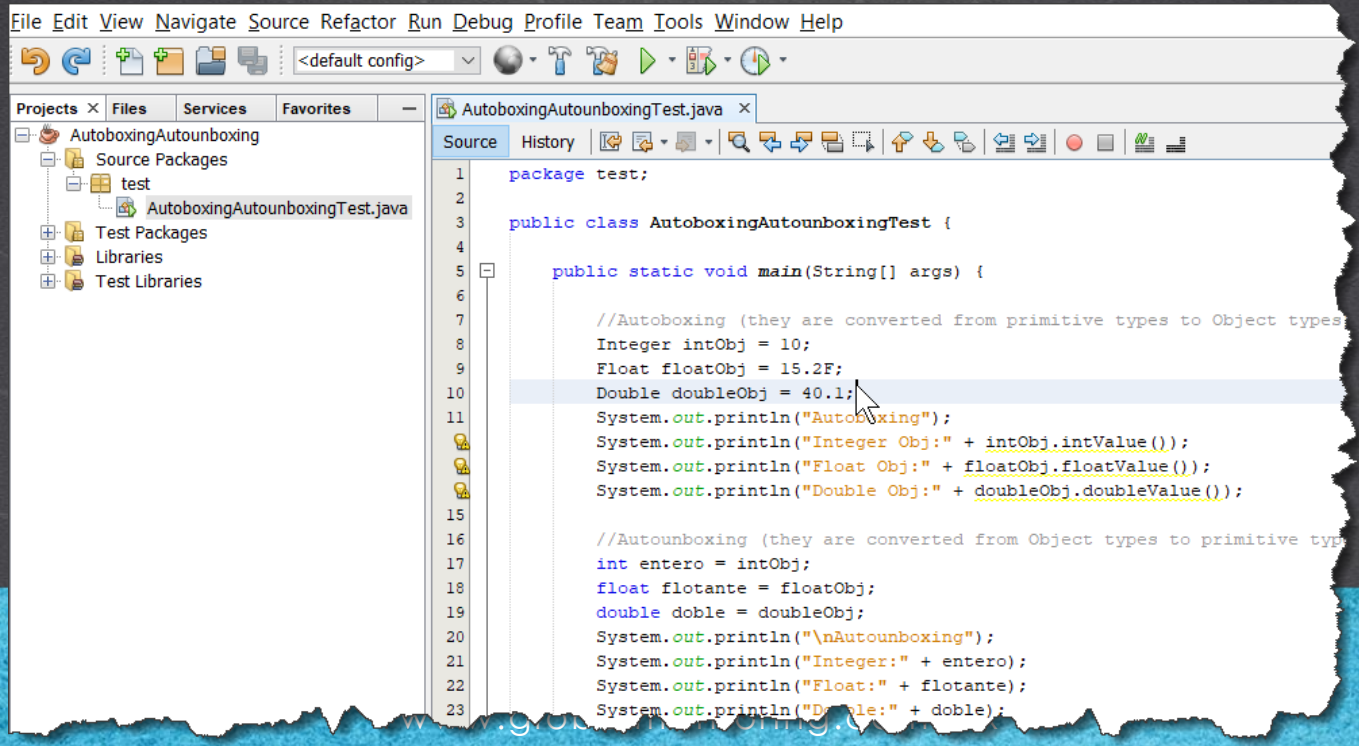
JAVA PROGRAMMING COURSE

EXERCISE

AUTOBOXING / AUTOUNBOXING IN JAVA

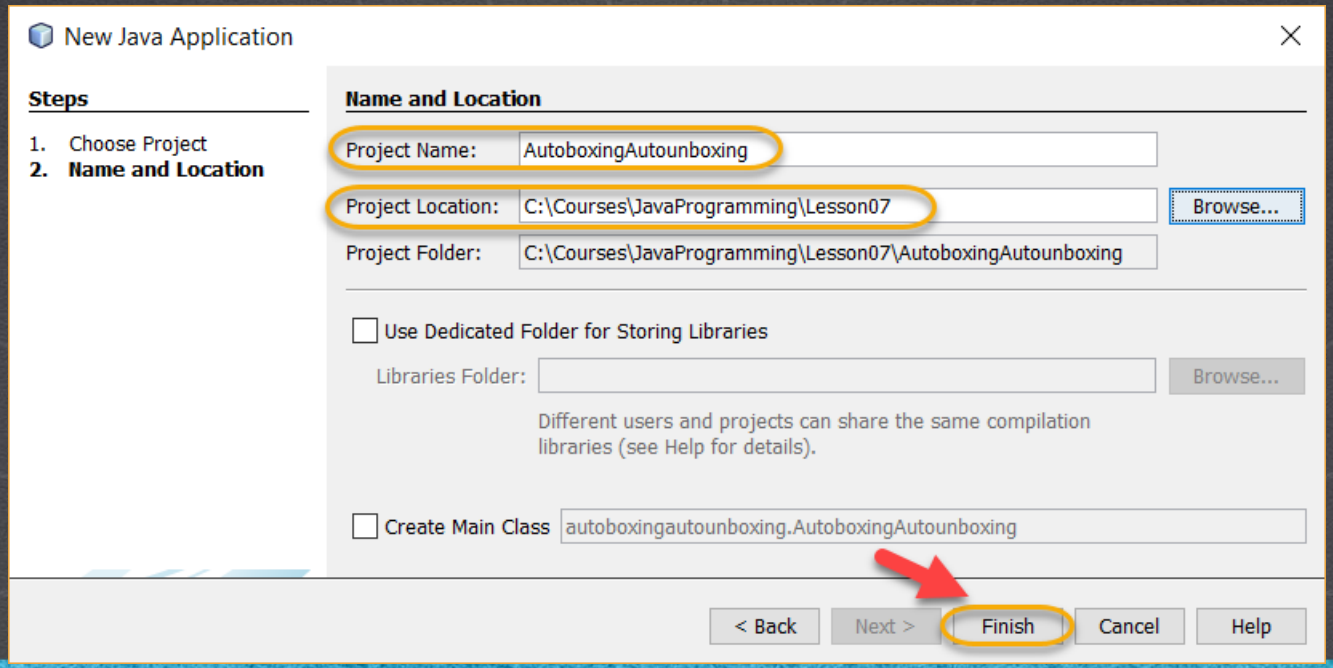
EXERCISE OBJECTIVE

Create the Autoboxing /autounboxing exercise. At the end we should observe the following:



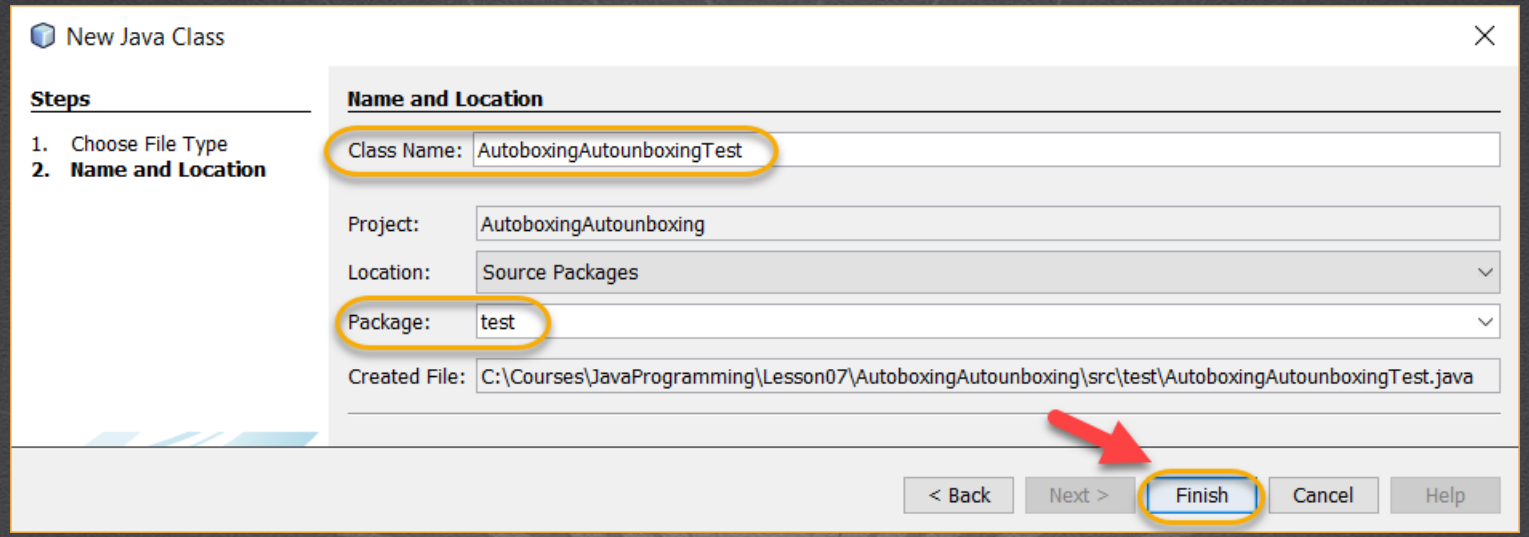
1. CREATE A NEW PROJECT

Create a new project:



2. CREATE A NEW CLASS

Create a new Class:



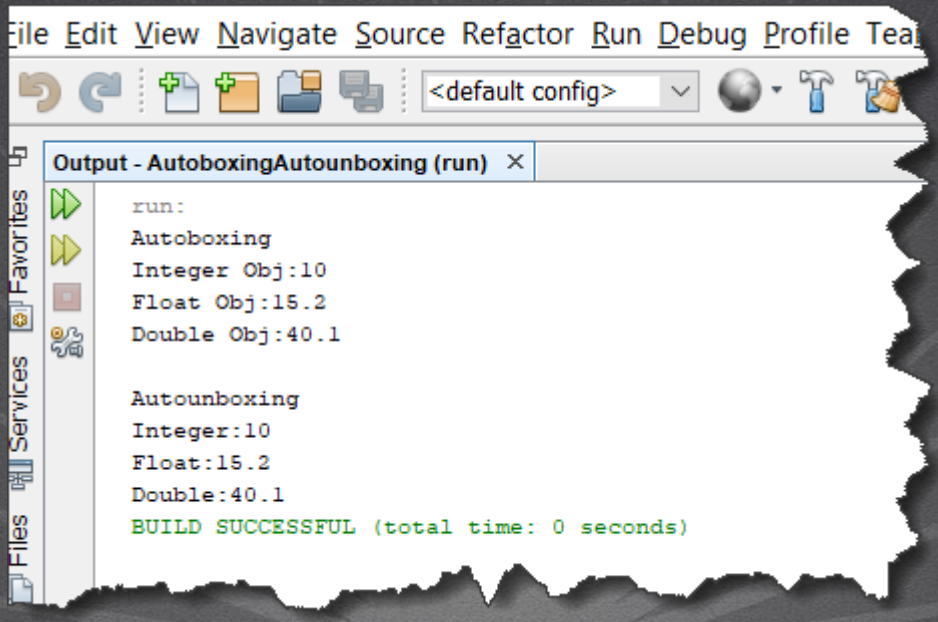
3. MODIFY THE CODE

AutoboxingAutounboxing.java:

```
package test;

public class AutoboxingAutounboxingTest {

    public static void main(String[] args) {

        //Autoboxing (they are converted from primitive types to Object types)
        Integer intObj = 10;
        Float floatObj = 15.2F;
        Double doubleObj = 40.1;
        System.out.println("Autoboxing");
        System.out.println("Integer Obj:" + intObj.intValue());
        System.out.println("Float Obj:" + floatObj.floatValue());
        System.out.println("Double Obj:" + doubleObj.doubleValue());

        //Autounboxing (they are converted from Object types to primitive types)
        int entero = intObj;
        float flotante = floatObj;
        double doble = doubleObj;
        System.out.println("\nAutounboxing");
        System.out.println("Integer:" + entero);
        System.out.println("Float:" + flotante);
        System.out.println("Double:" + doble);

    }
}
```

3. EXECUTE THE PROJECT

The result is as follows:



EXERCISE CONCLUSION

- With this exercise we have put into practice the concept of Autoboxing / autounboxing.

- For more information consult the following link:
- https://docs.oracle.com/javase/tutorial/java/data/autoboxing.html

ONLINE COURSE

JAVA PROGRAMMING

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