1 Integer n1 = 20;

2 Integer n2 = 20; **//a new object is *not* created, n2 is assigned n1**

3 **if**(n1 == n2) System.out.println("n1 and n2 refer to the same object");

4 **if**(n1.equals(n2)) System.out.println("n1 & n2 contain the same value");

5

6 n1 = 30;

7 n2 = 30; **//a new object is *not* created, n2 is assigned n1**

8 **if**(n1 == n2) System.out.println("n1 & n2 refer to the same object");

9 **if**(n1.equals(n2)) System.out.println("n1 & n2 contain the same value");

10

11 n2 = n1; **//a new object is *not* created, n2 is assigned n1**

12 **if**(n1 == n2) System.out.println("n1 & n2 refer to the same object");;

13 **if**(n1.equals(n2)) System.out.println("n1 & n2 contain the same value");

14

15 n1 = 40;

16 n2 = **new** Integer(40); **//a new object *is* created**

17 **if**(n1 == n2) System.out.println("n1 & n2 refer to the same object");

18 **if**(n1.equals(n2)) System.out.println("n1 & n2 contain the same value");

***Output produced*:**

n1 & n2 refer to the same object

n1 & n2 contain the same value

n1 & n2 refer to the same object

n1 & n2 contain the same value

n1 & n2 refer to the same object

n1 & n2 contain the same value

n1 & n2 contain the same value

**Figure 7.18 Examples of when Autoboxing creates new objects.**