BOXING AND UNBOXING OPERATOR

Boxing and unboxing are important concepts in [**C#**](https://www.geeksforgeeks.org/introduction-to-c-sharp/). The C# Type System contains [**three data types**](https://www.geeksforgeeks.org/c-data-types-2/): **Value Types (int, char, etc)**, **Reference Types (object)** and **Pointer Types**. Basically, **Boxing** converts a Value Type variable into a Reference Type variable, and **Unboxing**achieves the vice-versa. Boxing and Unboxing enable a unified view of the type system in which a value of any type can be treated as an object.

* The process of converting a [**Value Type**](https://www.geeksforgeeks.org/c-data-types-2/)**variable (char, int etc.) to a**[**Reference Type**](https://www.geeksforgeeks.org/c-data-types-2/)**variable (object)** is called **Boxing**.
* Boxing is an implicit conversion process in which object type (super type) is used.
* Value Type variables are always stored in Stack memory, while Reference Type variables are stored in Heap memory.

