**Day 18\_Java Assignment**

**1. Problem Description:**

What is Auto Boxing and Auto Unboxing in Java?

**2. My Solution:**

**Auto Boxing** is the process of automatically converting a primitive data type to its corresponding wrapper class object. This conversion happens implicitly by the Java compiler.For example, converting int to integer class.

**Auto Unboxing** is the process of automatically converting a wrapper class object to its corresponding primitive data type. Similar to auto boxing, this conversion happens implicitly by the Java compiler.

|  |  |
| --- | --- |
| **Primitive Type** | **Wrapper Class** |
| boolean | Boolean |
| byte | Byte |
| char | Character |
| float | Float |
| int | Integer |
| long | Long |
| short | Short |
| double | Double |

**Example demonstrating Auto Boxing and Auto Unboxing:**

**package** daily\_assesment;

**public** **class** WrapperDemo {

**public** **static** **void** main(String[] args) {

Integer i1 = Integer.*valueOf*(1);

**int** i2 = 3;

Integer i4 = i2; // AutoBoxing.

// Implicit conversion from primitive (int) to non-primitive (Integer).

**int** i5 = i1; // Auto UnBoxing

// Implicit conversion from non-primitive (Integer) to primitive (int).

}

}