**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) {

**int** i = 5; // primitive datatype

Integer ii = **new** ~~Integer~~(i); // Boxing - Wrapping

**int** j = ii.intValue(); // Unboxing - Unwrapping

Integer value = i; // AutoBoxing

**int** k = value; // autoUnboxing

String str = "123";

**int** n = Integer.*parseInt*(str);

System.***out***.println(n);

}

}