Auto Boxing

```java
package practice;
import java.util.*;
public class CollectionsDemo {
    public static void main(String[] args) {

        ArrayList al = new ArrayList();

        al.add(55);        // al.add(new Integer(55));

        al.add(4.4f);      // al.add(new Float(4.4f));

        al.add(false);     // al.add(new Boolean(false)

        al.add('c');       // al.add(new Character('c'));

        al.add(9.99);      // al.add(new Double(9.99));

        System.out.println(al);

    }
}
```

Output :-

[55, 4.4, false, c, 9.99]

Auto Boxing

Process of converting data of the primitive type into object of respective Wrapper Class.