**BOXING AND UNBOXING IN C#**

**BOXING:**

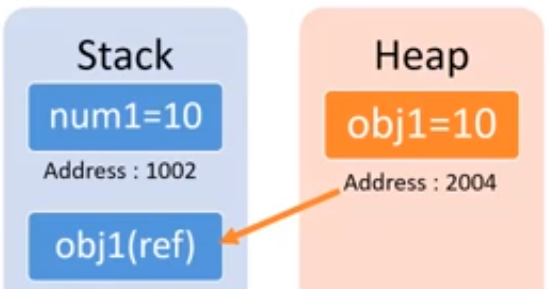
Implicit conversion of a value type to a reference type is called **boxing**.

**Example:**

int num1 = 10; // **int** is value type

object obj1 = num1; // Implicit conversion of value type into reference type.

* In Boxing process, a value type is being allocated on the heap rather than the stack.



**UNBOXING:**

Explicit conversion of the same reference type (which is being created by boxing), back to a value type.

**Example:**

int num1 = 10; // int is value type

object obj1 = num1; // Implicit conversion of value type into reference type (Boxing)

int num2 = (int) obj1; // Explicit conversion of reference type into value type (Unboxing)

* IN UNBOXING PROCESS, AN UNBOXED VALUE IS BEING ALLOCATED TO A VARIABLE ON THE STACK RATHER THAN THE HEAP.

