

Data Type	Default Value (for fields)
byte	0
short	0
int	0
long	0L
float	0.0f
double	0.0d
char	'\u0000'
String (or any object)	null
boolean	false

```
// Auto boxing and auto unboxing
// Creating a wrapper class object using the constructors and retrieving the values wrapped by
// those objects using the methods as shown above can become quite cumbersome.
// As an alternative, there exists auto-boxing and auto-unboxing.
// Auto boxing refers to an implicit call to the constructor and auto unboxing refers to
// an implicit call to the *value() method.
// Therefore, a new wrapper object can be created by specifying the value to be wrapped
// just as we would do for a primitive data type variable.
// Also, the value can be retrieved and used in a simple way by specifying the object name.
|
// Look at the following code:
```

```
Integer intObject = 34;
int x=intObject;
int x = intObject + 7;
```

The above statements are equivalent to the following set of statements

```
Integer intObject = new Integer (34);
int x = intObject.intValue();
int x = intObject.intValue()+ 7;
```

Similarly, auto boxing and auto boxing apply to other wrapper classes also.

We have methods for the other seven wrapper classes:

```
byteValue(), shortValue(), longValue(), floatValue(), doubleValue(), charValue(), booleanValue().
```