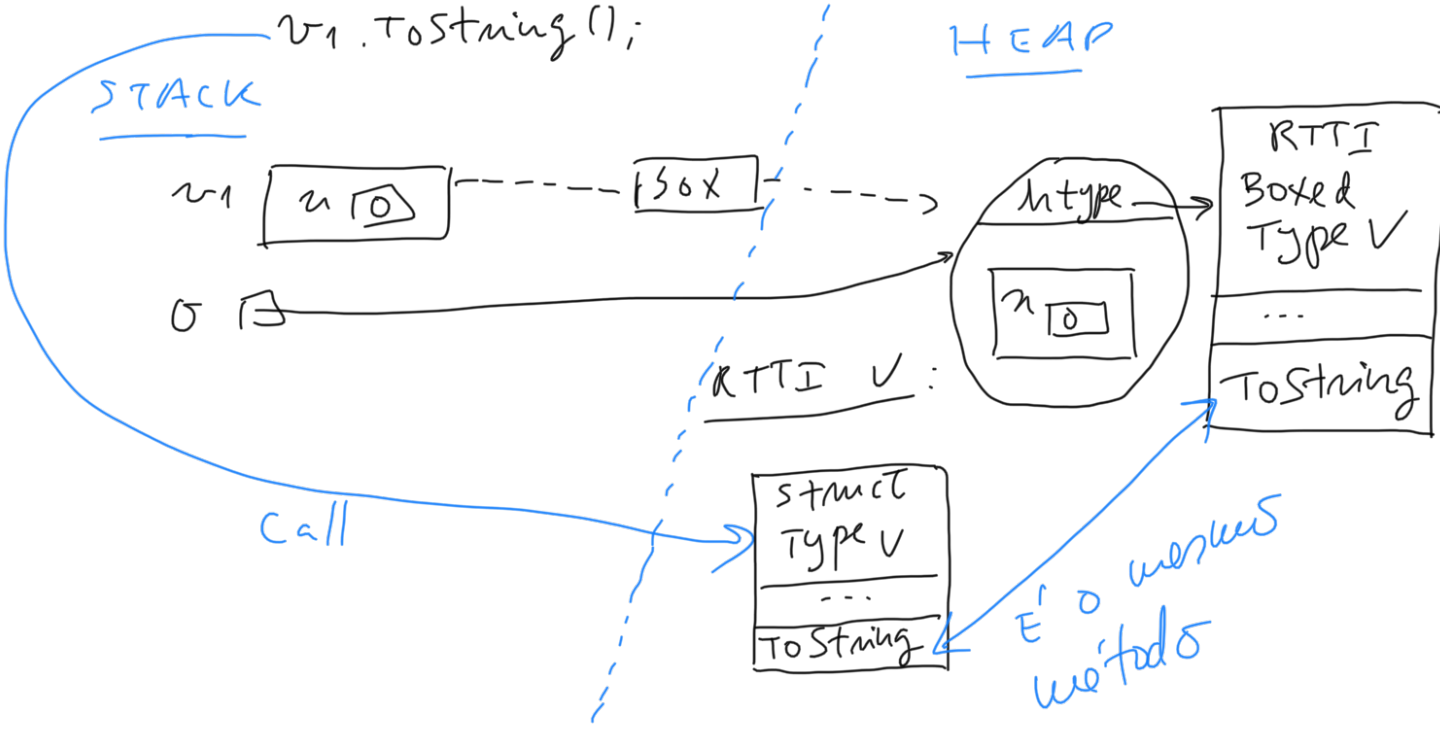
```
struct V {
    int x;

    public override bool Equals(object o) {
        (...) check type

        V aux = (V) o;
        return aux.x == x;
    }

    public override String ToString() { ... }
}

main:
    V v1 = new V();
    object o = v1; //box
    o.ToString();
    v1.ToString();
```



Evitar Box no parâmetro 2. de Equals

↳ definir método Equals auxiliar em V:

```
struct V {
    int x, y;
    public bool Equals (V v) {
        return x == v.x &&
               y == v.y;
    }
    public override bool Equals(
                    object o) {
        (...) check type
        return Equals ((V)o);
    }
}
```

unbox

Assim:

```
v.Equals(v2); // sem boxes
```
→ Invoca V::Equals(V)

```
Console.Write(v); //box
Console.Write(v.ToString()); // sem box
```
↳ estando redefinido