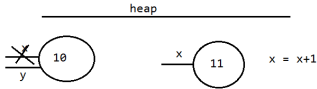
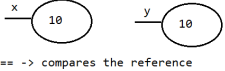


```
Integer x=10;
Integer y=x;

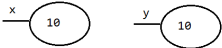
x++;
System.out.println(x); //11
System.out.println(y); //10
System.out.println(x==y); //false
```



```
Integer x=new Integer(10);
Integer y=new Integer(10);
System.out.println(x==y); //false
```



```
Integer x=new Integer(10);
Integer y=10; //Integer.valueOf(10);
System.out.println(x==y); //false
```



```
Integer x=new Integer(10);
Integer y=x;
System.out.println(x==y); // true
```



```
Integer x=10;
Integer y=10;
System.out.println(x==y); //true
```

```
Integer x=100;
Integer y=100;
System.out.println(x==y); //true
```

```
Integer x=1000;
Integer y=1000;
System.out.println(x==y); //false
```

