Richard McCormick (RLM443)
CS-136-01
HW#4
9/27/19

Question One:
Autoboxing is a way that the Java interpreter wraps primitive data types into their respective 'super' data type. This effectively creates shorthand, and allows for the compiler to treat the primitive types the same as their wrapper classes.
Unboxing is the opposite of autoboxing, as it effectively reduces a class data type wrapper down to a more primitive form. The compiler will do this automatically if a method calls for a data type with the primitive type, but the supplied data is in a wrapper class. By doing this, the programmer can create more aesthetic and cleaner looking code.