1. Auto-Boxing and Auto-unboxing

Conveting from primitive to respective wrapper class.

Vice versa is unboxing

1. Marker interface:

A marker interface is an [interface](https://www.baeldung.com/java-interfaces) that **doesn’t have any methods or constants inside it**. It provides **run-time type information about objects**, so the compiler and JVM have **additional information about the object**.

A marker interface is also called a tagging interface.

Eg: Serializable,Cloneable

1. Different ways to create a Object:
2. Using a new keyword.
3. Using newInstance() method of Class class
4. Using newInstace() method of Constructor class(Reflection)
5. Using Deserialization
6. Using clone() method of Cloneable interface
7. Remote Method invocation