

AP COMPUTER SCIENCE A – AUTOBOXING

Type in and run the program `AutoBox.java` as listed.

```
1: public class AutoBox {
2: /**/
3:     public static void main ( String [] arg ) {
4:         /**/
5:         Integer i;
6:         Double d;
7:         /**/
8:         i=666; // Equivalent to "i=new Integer(666);"
9:         d=66.6; // Equivalent to "d=new Double(66.6);"
10:        /**/
11:        System.out.println();
12:        System.out.println( " i = " + Integer.toString(i.intValue()) );
13:        System.out.println( " d = " + Double.toString(d.doubleValue()) );
14:        /**/
15:        return;
16:    }
17: }
```

The statements on lines 8 and 9 create new `Integer` and `Double` objects. This syntax is called *autoboxing*. Similar syntax can be used with all of the so-called wrapper classes, *i.e.*, `Boolean`, `Byte`, `Character`, `Double`, `Float`, `Integer`, `Long` and `Short`.

While this syntax is legal, and you may see it on the AP test, Dr. Harren considers it to be poor programming style.