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Data Structures Level 2

Boxing In C#

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Example:

```
int valType = 10;
object objType = valType; // Boxing: This line demonstrates boxing.
                           // Boxing is the process of converting a value
                           // type (in this case, an int) to a reference type
                           //(in this case, an object).
                           //Here, valType is boxed to objType.
                           //During boxing, the value of valType (10)
                           //is wrapped inside an object instance
                           //and stored in the heap.

Console.WriteLine("Value Type: " + valType);
Console.WriteLine("Object Type: " + objType);
Console.ReadKey();
```

What is Boxing?

- Boxing is the process of converting a value type to a reference type. This involves wrapping a value type (like int, float, char) in an object or any interface type implemented by this value type.
- During boxing, the value is wrapped inside an object instance and stored in the heap.
- Boxing is a fundamental concept in C#, allowing value types to be treated as objects. While it is necessary in certain scenarios, developers should be aware of its performance implications.

Why Boxing?

- **Compatibility with Object Types:** In .NET, every type eventually derives from the `System.Object` class.
- **Boxing allows value types, which are not objects in themselves, to be treated as objects.**
- **This is crucial in scenarios where a method expects an object type or when you need to store value types in a data structure that holds objects.**



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