



ممم جداً

هذا الملف للمراجعة السريعة واخذ الملاحظات عليه فقط ،لانه يحتوي على اقل من 20٪ مما يتم شرحه في الفيديوهات الاستعجال والاعتماد عليه فقط سوف يجعلك تخسر كميه معلومات وخبرات كثيره

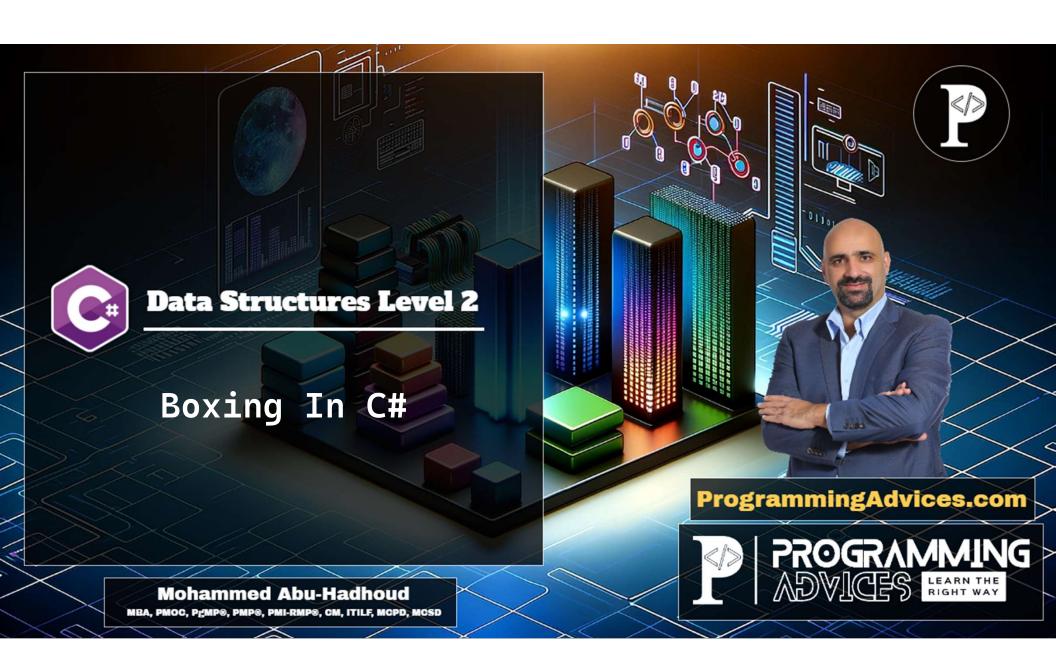
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Example:



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 <u>value is wrapped inside an</u> <u>object instance and stored in the heap</u>.
- Boxing is a fundamental concept in C#, <u>allowing</u> <u>value types to be treated as objects</u>. 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.



