

Re: Boxing and Unboxing ??

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Peter Olcott wrote:

What I am looking for is all of the extra steps that form what is referred to as boxing and unboxing. In C/C++ converting a value type to a reference type is a very simple operation and I don't think that there are any runtime steps at all. All the steps are done at compile time. Likewise for converting a reference type to a value type.

```
in C/C++
int X = 56;
int *Y = &X;
Now both X and *Y hold 56, and Y is a reference to X;
```

That code is not equivalent to what we are discussing in C#.

In fact it does not really have any equivalent in C# (not using unsafe code).

Arne

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