



Topic ⇒ Wrapper class



## \* WRAPPER CLASS \*

\* class =>

It is template used to create objects (It is blueprint of the object)  
Class is an encapsulated form of  
of data members & member  
methods.

## Primitive data

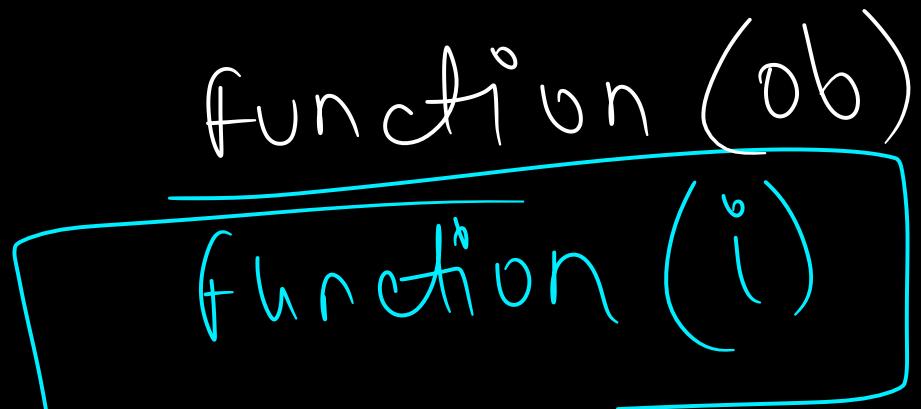
## WRAPPER classes

int	→	<u>Integer</u>
long	→	Long
char	→	<u>Character</u>
float	→	Float
byte	→	Byte
double	→	Double
boolean	→	Boolean
short	→	Short



Wrapper class  $\Rightarrow$  It provides mechanism to convert primitive data into object & object into primitive data.

It is stored in java.lang package.



function(30)

~~Integer i = new Integer(30);~~

object name

Keyword

Java 1.8

The original code ~~Integer i = new Integer(30);~~ is crossed out with a large black 'X'. Above it, the handwritten text 'object name' points to the variable 'i' (which is enclosed in a light blue oval) and the word 'new'. A yellow arrow points from 'new' to the word 'Keyword' written above it. To the right of the original code, the text 'Java 1.8' is written inside a light blue rounded rectangular box.

Java 24

Java = 30

# Uses of Wrapper Class

- (i) To convert primitive into object  
& vice versa
- (ii) Various utility functions are  
there in wrapper class,

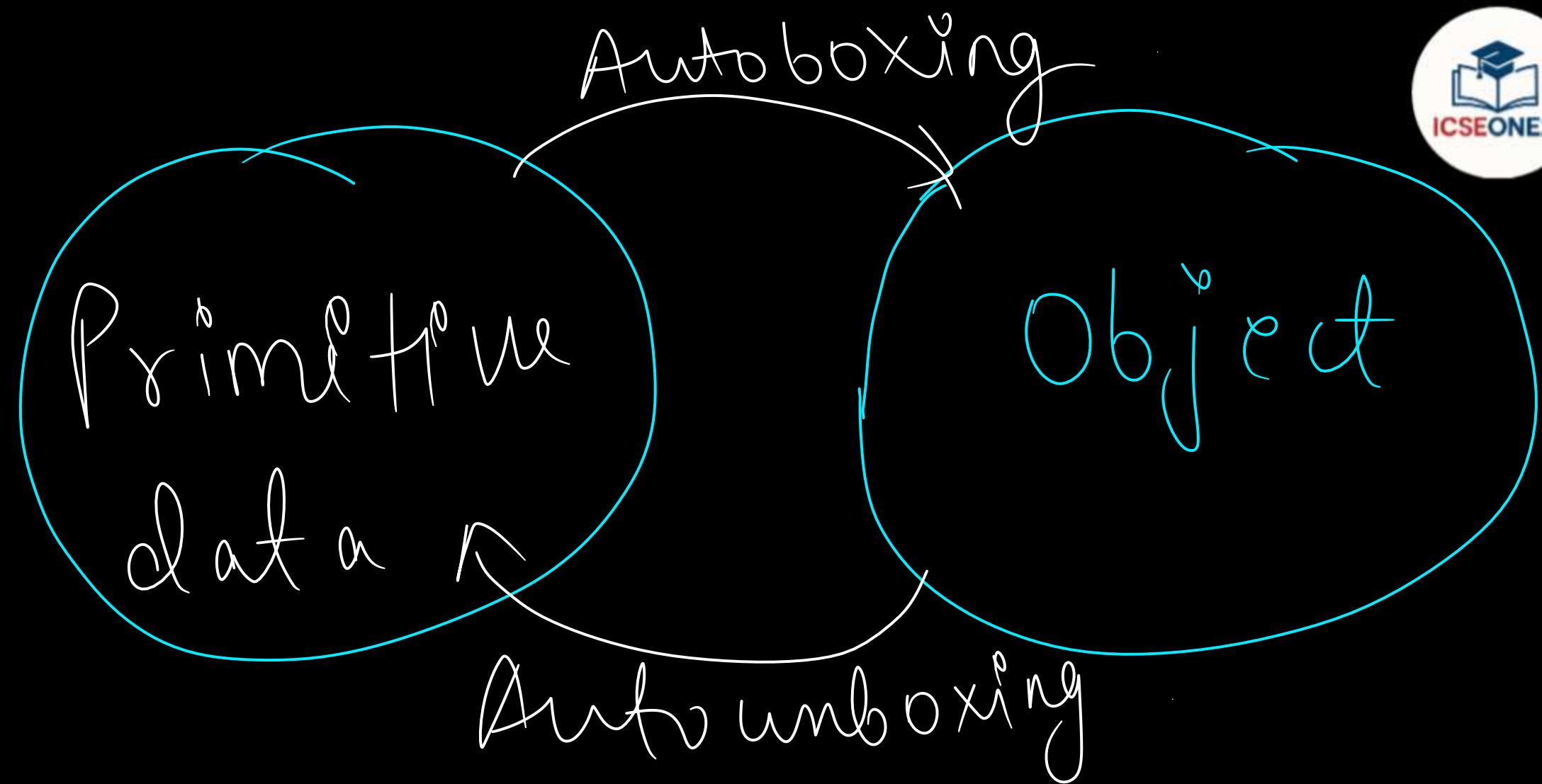
String x = "179"; int b =

String y = "7.43";

int a = Integer.parseInt(x);

double b = Double.parseDouble(y);

So `System.out.println(a + b);` → 186.43



Autoboxing  $\Rightarrow$  It is implicit conversion of primitive data into object by java .

Auto unboxing  $\Rightarrow$  It is implicit conversion of object into primitive data by java .

No homework

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Thank You