



Topic $\Rightarrow$ Wrapper class

* WRAPPER CLASS *



* class $\Rightarrow$ 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

int → Integer

long → Long

char → Character

float → Float

byte → Byte

double → Double

boolean → Boolean

short → Short

WRAPPER classes





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

It is stored in java.lang package.

function (ob)

function (30)

function (i)

Integer i = new Integer (30);

Keyword

object name

jdk 1.4

jdk 24

int a = 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 =

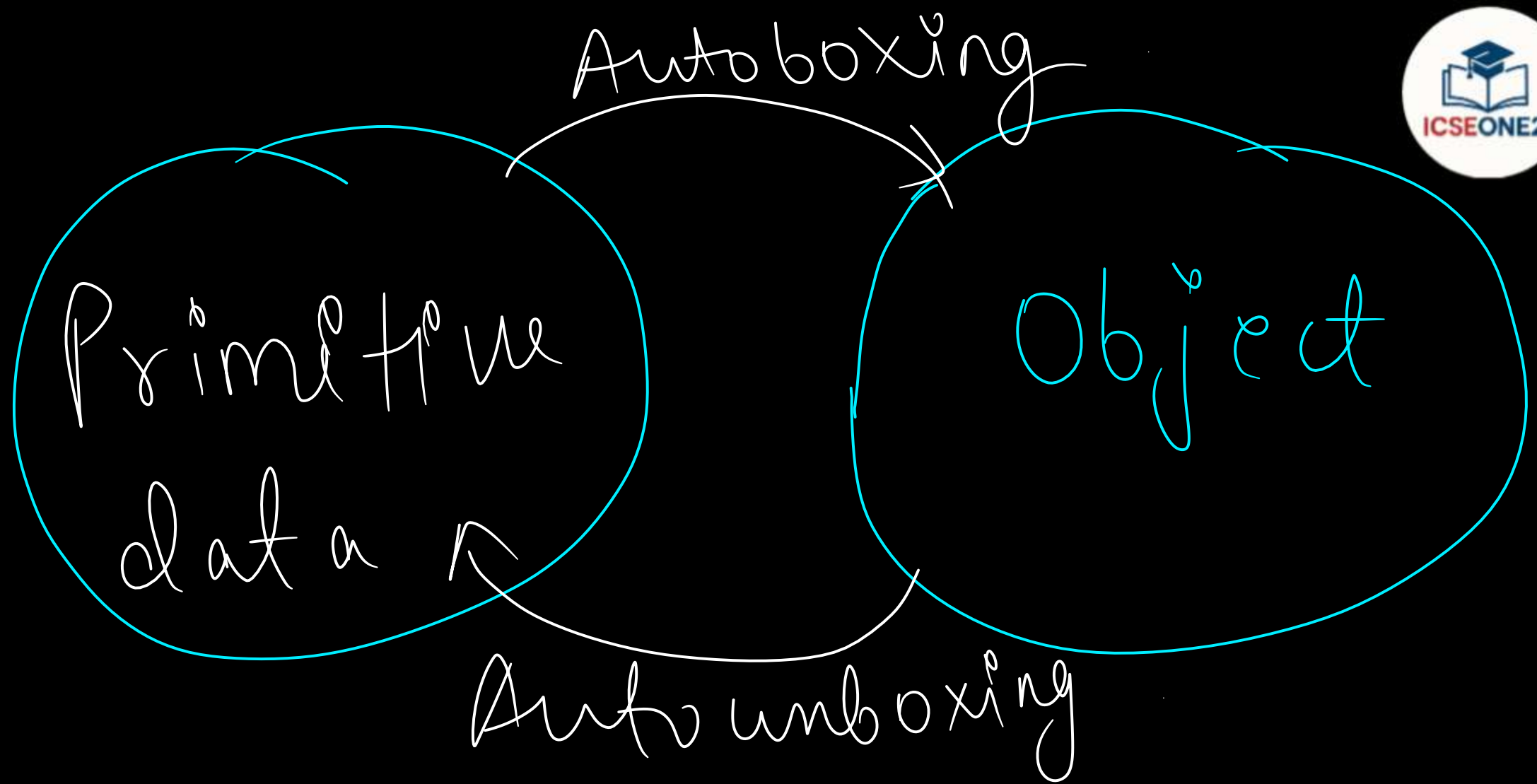
String y = "7.43";

int a = Integer.parseInt(x);

double b = Double.parseDouble(y);

So `println(a + b);` → 186.43





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



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



No Homework



Thank you