

**SET 36 ( Wrapper Classes ,AWT and Swings)**

1. Write a program to illustrate the use of **final** keyword
2. Write a program convert a String to Integer and vice versa using respective Wrapper classes.
3. Write a program convert a String to float and vice versa using respective Wrapper classes.
4. Write a program convert a String to double and vice versa using respective Wrapper classes.
5. Write a program convert a String to long and vice versa using respective Wrapper classes.
6. Write a program to restrict the length of a double data after decimal point to the required length
7. Design a Standlone application in awt for counting the button clicks
8. Design a Standlone application in Swings for counting the button clicks
9. Design a standalone application for addition of two integers in awt
10. Design a standalone application for addition of two integers in Swings

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