```
class EMPLOYEE
{
}
class MANAGER extends EMPLOYEE
{
}
class DIRECTOR extends EMPLOYEE
{
}
class CHECKINSTANCE
public void REACT(EMPLOYEE e)
     {
           if(e instanceof MANAGER)
           {
                System.out.println("THIS IS MANAGER");
           }
           else if(e instanceof DIRECTOR)
           {
                      System.out.println("THIS IS DIRECTOR");
           }
           else
           {
                System.out.println("This is Employee");
           }
     }
}
```

```
public class USEINSTANCEOF
{
     public static void main(String ss[])
     {
           CHECKINSTANCE ue=new CHECKINSTANCE();
//EMPLOYEE ob=new EMPLOYEE();
     //EMPLOYEE ob=new MANAGER();
           //EMPLOYEE ob=new DIRECTOR();
           ue.REACT(ob);
     }
}
Variable Argement(Vaar Args)
It is used to passed number of arguments to function as parameter at
runtime.
class vaar
{
  int sumArrays(int... intArrays)
  {
    int sum;
  sum=0;
    for(int i:intArrays)
    {
  sum +=i;
 }
```

```
return(sum);
  }
  public static void main(String args[])
  {
     vaar va = new vaar();
     int sum;
     sum = va.sumArrays(10,20,30,40,50,60,70);
     System.out.println("The sum of the numbers is: " + sum);
  }
}
class parent
{
int a;
/*parent()
{
System.out.println("Default Construtor Parent");
}*/
parent(int a)
{
this.a=a;
System.out.println("This is Parameterised Constructor"+a);
}
}
class child extends parent
{
```

```
child()
{
//super();
super(5);
System.out.println("This is child class constructor");
}
public static void main(String[]args){
child i=new child();
}
}
class equality
{
public static void main(String[]args)
{
//String a="hello";
//String b="hello";
String a=new String("hello");
String b=new String("hello");
if(a==b)
//if(a.equals(b))
{
System.out.println("Equals");
}
else
{
System.out.println("Not Equals");
}
```

```
}

public class WrapperExample1{
  public static void main(String args[])
  {
    //Converting int into Integer
  int a=20;
  Integer i=new Integer(a);
  int j=i.intValue();

System.out.println("Base valuee"+a+""+"Boxing "+i+""+"Unboxing "+j);
  }
}
```

<b>Primitive Type</b>	Wrapper class
boolean	Boolean
char	Character
byte	Byte
short	Short
int	Integer
long	Long
float	Float
double	Double

## Wrapper class Example: Primitive to Wrapper

```
public class WrapperExample1
{
public static void main(String args[]){
//Converting int into Integer
int a=20;
Integer i=Integer.valueOf(a);//converting int into Int
eger
Integer j=a;//autoboxing, now compiler will write Int
eger.valueOf(a) internally

System.out.println(a+" "+i+" "+j);
}}
```

## Wrapper class Example: Wrapper to Primitive

```
public class WrapperExample2{
public static void main(String args[]){
//Converting Integer to int
Integer a=new Integer(3);
int i=a.intValue();//converting Integer to int
int j=a;//unboxing, now compiler will write a.intValu
e() internally

System.out.println(a+" "+i+" "+j);
}}
```

```
final int speedlimit=90;//final variable
void run(){
 speedlimit=400;
}
public static void main(String args[]){
Bike9 obj=new Bike9();
obj.run();
}
    }//end
class Bike{
 final void run()
{
System.out.println("running");
}
class Honda extends Bike{
  void run()
{System.out.println("running safely with 100kmph");
}
 public static void main(String args[]){
  Honda honda = new Honda();
 honda.run();
 }
final class Bike
}
class Honda1 extends Bike{
 void run()
{
System.out.println("running safely with 100kmph");
}
```

```
public static void main(String args[]){
  Honda1 honda= new Honda();
  honda.run();
}
```