Module no : 10	Autoboxing Unboxing	Doto: 20/10/2022.
Agenda:-		
1) Wropper Clas	202	
Autoboxing     Windoxing		
(3) Unboscing		

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

Wordper Classos:
Definition: Java urapper classes provide a mechanism to use primitive data types as objects, used to create objects.
Why do we need wrapper sloss?
O Collections: The java collections require Objects instead of primitive types.
Eg: Array List < Integer > arr = new Array List < Integer > ();  Wrapper Class
De Synchronization: Java synchronization works with objects in
Multilhroading.

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Auto boring:		
O		
Autoboxing	is the sulomatic cor	wersion that the java compiler
maker between the prim	live lypes and their	wersion that the java compiler corresponding Object wrappen
Classes:	01	
Sample program:		
	lars Main &	
	public static va	sid main (String [] vergs) {
	int x = 5	
	float Y = 3	
	long Z = 10	
	Toboon in	Olj = X;
		alOlij = Y;
	Long long	
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Unboxing						
The outempts conversion of use appear of its conversion dies						
The automatic conversion of warapper object to its corresponding						
formilive data lype us	primitive data type is known as unboxing.					
Sample Program:	modernia productiva de la compansión de la					
	Class	Main .	§			
	- Andrew Company of the Company of t	public	static void main (String vorgs[]) {			
			Integer x = 5;			
			Float Y = 2.4F;			
			Long Z = 100001;			
			int a = X;			
			float to = Y;			
			long C = 7;			
		3				
	3					
		etterritoritoi anno real recepto est to et est esta saturante en el coloni.				

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