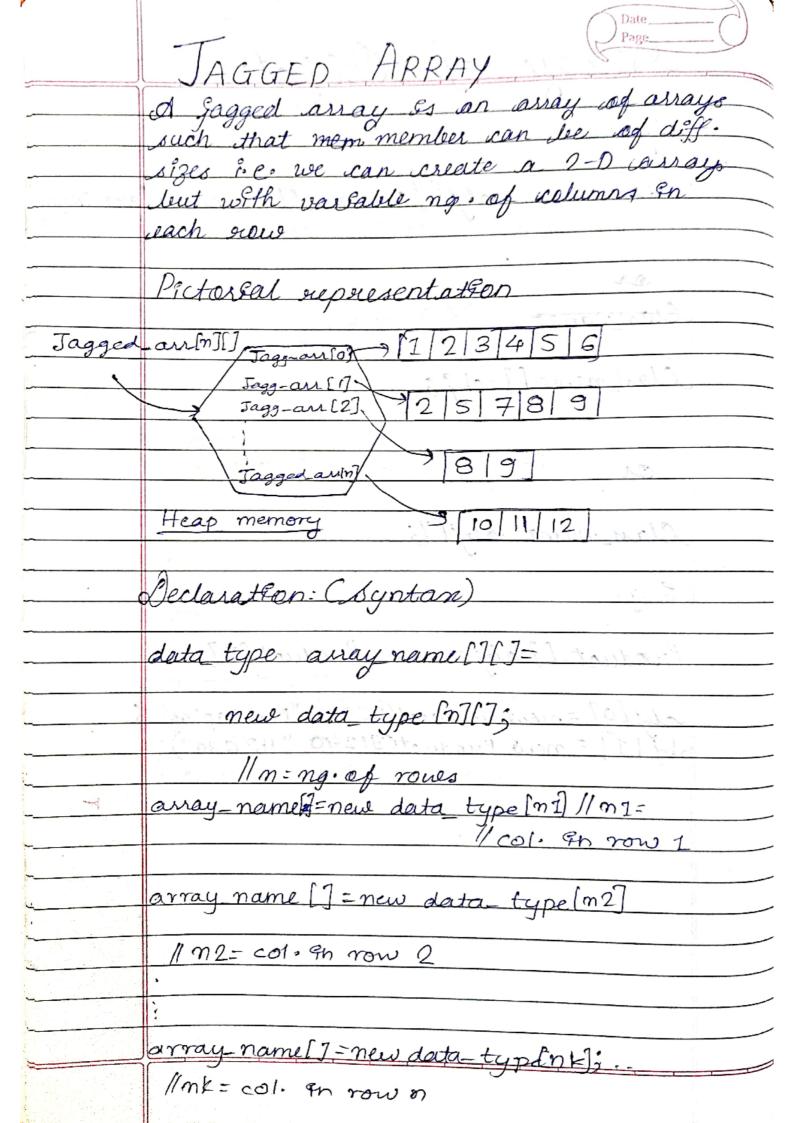
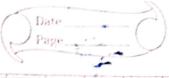
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## WRAPPER CLASS



Dava towards relefects differently town variables of Polimitive -objetypes · semetimes we need to treat and, shae, Hoat realues was Objects. · Java prevides Wrapper class for each primiffive type which wraps the value as an Object. I've following declaration creates an Integer object which is reference ito an object with the integer value 40. Integer age = new Integer (40); on situations where howntive value workt → For e.g. some objects serve as containers

of other objects

→ Posintire values rould not be stored in

such containers, but wrapper objects could Weapper class may contain static methods that help manage the associated type. yor egg, we can convert the Integer class contains a method to convert digits istored in a storing to an ent value.

num = 9nteger. parse Int (str);

constants  For e.g.  9 nteger class centaling MIN. WALUE  4 NAX VALUE  The Java lang package contains a verapper class that corresponds to each prendere type  Boning  Nenverting from premitter to resapper class & called as Boning.  9 nteger intoly= new Integer (57-5);  UnBoning  Lanusting evapper to premitter is called as unlooning  (ant ?= entolef. ent Value ();  Into boning  Juto boning  Auto boning  Au	)	Wrapper class contains useful
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Auto boning a sutomatic nonversion of a primitive value to a corresponding wrappur object.  9nteger olige:  Sent num = 42:		Rut 8 - Ratalas entalations
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duto boxing ex outomatic renversion of a haimistive value to a corresponding wrapper object.  9nteger olejes:  Gut num = 42:	7	
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9nteger olejæ; Sent num = 42;	1.34-0)	
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Int num = 42:		the second secon
Int num = 42:		gatern alo
$\frac{9ni  num = 42}{obj} = num$	x 2	Contract Oleys
obj = num;		and num = 42;
		obj = num;

	The assegnment creates the appropriate	2
	Integer object verapping a value of 42	3
<u> </u>	Integer object verapping a value of 42 The sewerse conversion (ralled unlinning) al	10
	coccurs automatically as needed.	
	Integer enlobj = new Integer (2);	
	Equivalent	
	9nteger entobj=23 n duto leaxeng	
	0-001	
	class dutobox &	
	001	
	psvm()S	
	Integer 90b=100 "autobox an Ent	<u></u>
	ant 1= 10b3 11 at auto-unless	3
	Sout(it" "+10b);	
	7.	
	9	
	°/p:	
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	January and the state of the st	
	E.g. Codl:	
	public class Maln of	
	p 8 V m ( ) d	
	2nteges my Int = 100; Double my doub = 5.99;	
	Double mydoub = 5.99?	
	Character my Char = A;	
	sout (my Int of Coat Value ());	
	sout (my Double. Gnt Value ();	
4	great (my Char : char Value (1);	
	-sout (my Char- ant U	

//	cout (mu Cha)	1. Got Dalue (1); le throws error			
1	sout (my Char. ant value ()); y throws error				
1.610	Joseph Charles				
	storing mystoring - my 9nd to Strang();				
	sout (my string);				
	Sout ( my 8	Fring. length);			
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	3	7,1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
ton	can be byte, for	tete-			
- V	Mothads	Description			
	tupe Value C	) Converts the value of the			
	01	number object to the			
		specified primitive data			
	, , , , , , , , , , , , , , , , , , , ,	type returned			
		4.6.1			
	compare To(any	Compares the number object to			
		the sugament			
	163	Act of the state o			
	equals (arg)	Determines whether the ngo object six equal to the			
		oliged to equal to the			
		asgument			
	value Of ()	Returns an anteres ale			
	The state of the s	holdena value of specificat			
		Returns an Integer object holding value of specified primitive, data type			
		1 State of the sta			

Returns a storing object supresenting the value of specified Integer type argument to Stelling() persegnt(aig) Returns a gnteger type value of specified Enteger type argument ) decodes a stering ento an decode ( Enteger men (arg, arg) Returns smaller value of comparison with the arguments Returns the closest to scound of sound () long or 3nt value as per method return type.