Is Java pure object oriented language or not ?

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* Java is not a pure object oriented language, In fact any language which accepts primary data type (byte, short, int, long,float, double, char and boolean) is not a pure Object Oriented Langaue.

* Pure Object Oriented langauge means the language should accept only objects but not primitive data type.

* Except these 8 primitive data types, everything is Object in java so if we remove these 8 primitive data types then java will become pure Object Oriented Programming lanhuage.

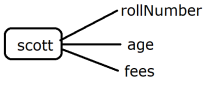
* The basic problem with primitive data type is, It can't move in the network. Actually only Objects can move in the network from one place to another place.

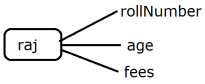
```
public class Student
{
   int rollNumber;
   int age;
   double fees;
}
```

These primitive data type can't move in the network from one place to another place.

```
Student scott = new Student();
```

```
Student raj = new Student();
```





* Java has provided a concept called **Wrapper classes** through which we can convert the primitive data type into corresponding Object.

Primitive Data type	Wrapper Object
byte	Byte
short	Short
int	Integer
long	Long
float	Float
double	Double
char	Character
boolean	Boolean

* From Java 5v, We have a concept called Autoboxing and Unboxing.

Autoboxing : Converting primitive data type into Wrapper Object
Unboxing : Converting Wrapper Object back to primitive data type.

How to find out the size, min value and max value of the corresponding data type :

These wrapper classes (Byte, Short, Integer and Long) provided the following final and static variables to find out the size, minimum value, maximum value of the respective data type.

final and static variable names :

MIN_VALUE : Will provide the minimum value of the respective data type

MAX_VALUE : Will provide the maximum value of the respective data type

SIZE : Will provide the size of the respective data type

Example : If we want to find the size, minimum and maximum value of byte data type

```
Byte.MIN_VALUE;   //-128
Byte.MAX_VALUEl  //127
Byte.SIZE;  //8 [bits format]
```