Wrapper:

* It is used to convert primitive type to object and object to primitive.
* Autoboxing (convert primitive type to object) and unboxing (object to primitive)
* Serialization
* Collection’s framework.

boolean 🡺 Boolean

char 🡺 Character

int 🡺 Integer

long 🡺 Long

double 🡺 Double

float 🡺 Float

byte 🡺 Byte

short 🡺 Short