Wrapper classes:

Converting of primitive data types to Object and objects to primitive data types.

Auto boxing: Converting of primitive data types to Object

Unboxing: converting of object to primitive data types

* Serialization: we need to convert objects into streams for serialization.
* Java.util package
* Used in collection framework.

boolean 🡺 Boolean

char =🡺 Character

short 🡺 Short

int 🡺 Integer

long 🡺 Long

float 🡺 Float

double 🡺 Double

byte 🡺 Byte