Wrapper classes:

* Conversion of primitive data types to objects and objects to primitive data types.
* Auto boxing: Conversion primitive to object (java 1.5)
* Unboxing: conversion of object to primitive type. (java 1.5)

int 🡺 Integer

boolean 🡺 Boolean

short 🡺 Short

char 🡺 Character

long 🡺 Long

float 🡺 Float

double 🡺 Double

byte 🡺 Byte

1. Collection’s framework
2. Serialization: converting of objects to streams to perform serialization

Java.util package