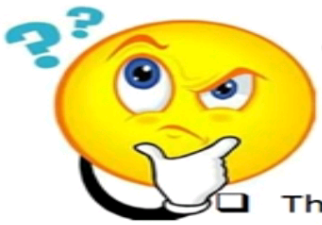
JAVA is 99% OOP

- Java is an object-oriented language and as said everything in java is an object.



But what about the primitives?

- They are sort of left out in the world of Objects, that is, they cannot participate in the object activities

Wrapper Classes

- As a solution to this problem, Java allows you to include the primitives in the family of objects by using what are called **wrapper classes**.
- There is a wrapper class for every primitive data type in Java.

Wrapper Classes...

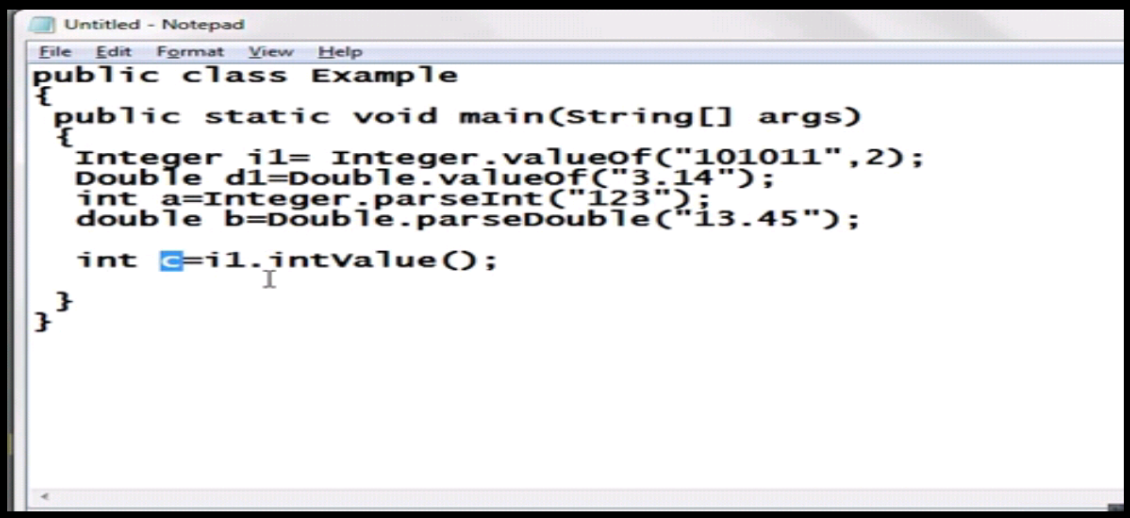
- This class encapsulates a single value for the primitive data type
- For instance the wrapper class for int is Integer, for float is Float, and so on

Primitive type → Wrapper Class

boolean	→	Boolean
byte	→	Byte
char	→	Character
short	→	Short
int	→	Integer
long	→	Long
float	→	Float
double	→	Double

Useful methods of wrapper class

- **valueOf()**
  - Static method.
  - Return Object reference of relative wrapper class
- **parseXxx()**
  - Static method
  - Xxx can be replaced by any primitive type
  - It returns xxx type value
- **xxxValue()**
  - Instance method of wrapper class
  - Xxx can be replaced by any primitive type
  - Returns corresponding primitive type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public class Example
{
public static void main(String[] args)
{
Integer i1= Integer.valueOf("101011",2);
Double d1=Double.valueOf("3.14");
int a=Integer.parseInt("123");
double b=Double.parseDouble("13.45");
int c=i1.intValue();
}
}