PRACTICAL 4:

AIM: To write Java programs that demonstrate the use of Wrapper classes for each primitive data type.

CODE:

public class WrapperDemo {

public static void main(String[] args) {

// byte

byte b = 10;

Byte byteObj = Byte.valueOf(b);

System.out.println("Byte object: " + byteObj);

// short

short s = 100;

Short shortObj = Short.valueOf(s);

System.out.println("Short object: " + shortObj);

// int

int i = 200;

Integer intObj = Integer.valueOf(i);

System.out.println("Integer object: " + intObj);

// long

long l = 30000L;

Long longObj = Long.valueOf(l);

System.out.println("Long object: " + longObj);

// float

float f = 10.5f;

Float floatObj = Float.valueOf(f);

System.out.println("Float object: " + floatObj);

// double

double d = 99.99;

Double doubleObj = Double.valueOf(d);

System.out.println("Double object: " + doubleObj);

// char

char c = 'A';

Character charObj = Character.valueOf(c);

System.out.println("Character object: " + charObj);

// boolean

boolean bool = true;

Boolean boolObj = Boolean.valueOf(bool);

System.out.println("Boolean object: " + boolObj);

}

}

OUTPUT:

