

1.Create sample classes to understand boxing and unboxing

```
class Assignment_7
{
    public static void main(String args[])
    {
        //Boxing
        int a=50;
        Integer a2=new Integer(a);
        Integer a3=5;
        System.out.println(a2+" "+a3);

        //Unboxing
        Integer i=new Integer(50);
        int a=i;
        System.out.println(a);
    }
}
```

2.Use Different methods of java defined wrapper classes

```
class Assignment_7{
    public static void main(String[] args)
    {
        Integer I = Integer.valueOf("10");
        System.out.println(I);
        Double D = Double.valueOf("10.0");
        System.out.println(D);
        Boolean B = Boolean.valueOf("true");
        System.out.println(B);
        // Here we will get RuntimeException
        Integer I1 = Integer.valueOf("ten");

        String s = Integer.toString(10);
        System.out.println(s);
        String s1 = Character.toString('a');
        System.out.println(s1);

        Integer I = new Integer(130);
        System.out.println(I.byteValue());
        System.out.println(I.shortValue());
        System.out.println(I.intValue());
        System.out.println(I.longValue());
        System.out.println(I.floatValue());
        System.out.println(I.doubleValue());
    }
}
```

```
}
```

3.Create StringDemo Class and Perform different String manipulation methods

```
class Assignment_7{  
    public static void main(String ar[])  
    {  
        String s="Sachin";  
        System.out.println(s.toUpperCase());  
        System.out.println(s.toLowerCase());  
        System.out.println(s);  
        System.out.println(s.charAt(0));  
        System.out.println(s.charAt(3));  
        System.out.println(s.length());  
        System.out.println(s.startsWith("Sa"));  
        System.out.println(s.endsWith("n"));  
    }  
}
```