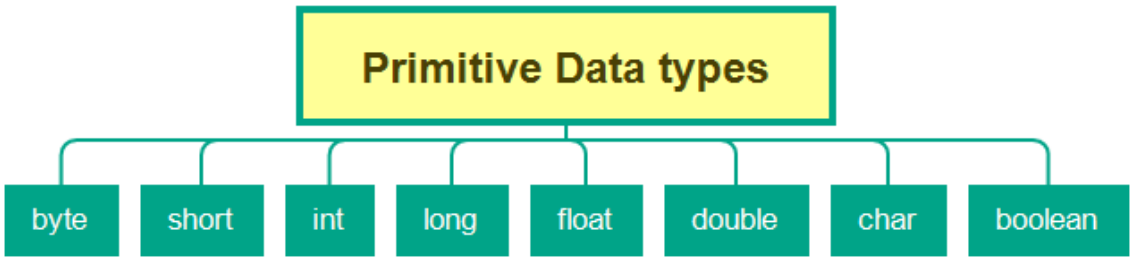
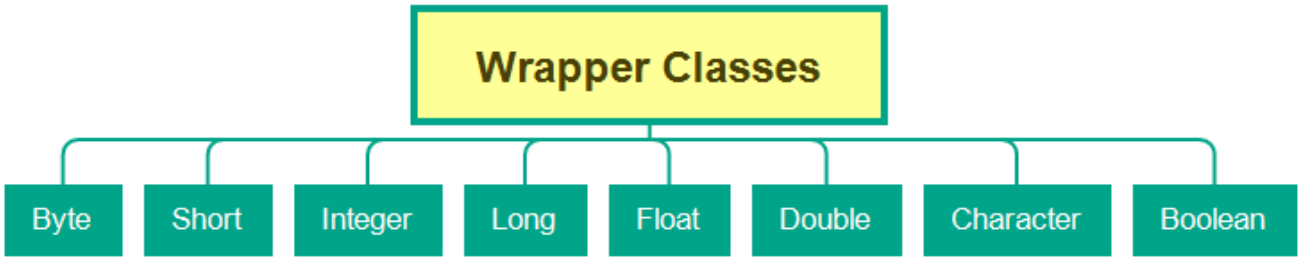
Wrapper Classes and Primitive Data types

In order to use primitive data types as Objects, we have to use Wrapper Classes which help us in converting the primitive data types into objects.

- The below are the different primitive data types:



- For, all the above data types, there are corresponding Wrapper Classes as shown below:



- Demonstrate a program which uses Wrapper Classes for converting the primitive data types into Objects and Objects into primitive data types - Demonstrate here

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Constructors

Constructors are similar to methods, but have the below differences:

- Demonstrate the constructors having the below qualities here
  - Constructors have the same name as Class name
  - Constructors are automatically called when an object is created for the Class
  - Constructors won't have any return type - Return types like void, int etc won't be available for constructors
  - Empty hidden Constructor will be called, when an object is created for the Class not specified with explicit constructors
- Constructors simplify the initialization of variables
  - Demonstrate initialization of variables without using constructors - Demonstrate here
  - Demonstrate initialization of variables with constructors - Demonstrate here

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this keyword

The purpose of the this keyword is to differentiate the instance variable with the parameterized variables of methods/constructors.

- Using this keyword with **methods**
  - Demonstrate the program which dont use this keyword - Demonstrate here
  - Demonstrate the advantage of using this keyword with methods - Demonstrate here
- Using this keyword with **constructors**
  - Similar to methods.
