

Wrapper Class

Subject: CSW1(CSE2141)

Session: Sep 2024 to Jan 2025

Branch: CSE

Section: All

Explain the following concepts:

- *Wrapper class*
- *Need for the wrapper class*
- *Different techniques of wrapping*
- *Autoboxing*
- *Unboxing*

Q1. Write a program to convert an integer to an Integer object.

Q2. Write a program to convert a float to a Float object.

Q3. Write a program to convert a double to a Double object.

Q4. Write a program to convert a boolean to a Boolean object.

Q5. Write a program to read an integer as a string and convert it to an Integer object.

Q6. Write a program to read a float as a string and convert it to a Float object.

Q7. Write a program to read a double as a string and convert it to a Double object.

Q8. Write a program to read a boolean as a string and convert it to a Boolean object.

Explain the concept of converting a base data type to an object type(Wrapping) using the valueOf() method.

Q9. Write a program that reads to convert int, float, double, and boolean as string types and convert them to respective object types using the valueOf method.

Q10. Write a program to design a simple calculator (only +,-,*,/ operations). The calculator works as follows:

Input: "123+345"

Output: Sum=468

Input: "5*10"

Output: mul=50

Explain the concept of converting object type to base type.

Explain the method used to do so.

Q11. Write a program that reads a double number as a sting and converts it to a double base type.

Q12. Write a program that reads an integer number as a sting and converts it to an int base type.