

1. JCL also known as Java Class Library are built in classes provided by Java Class Library to help the programmers with utility functions.
Eg:- `java.io.*`; and `java.util.*`;

2. Primitive Data Type

- It is a fundamental data type.

- It is designed by system developers.

Composite Data Type

- It is a set of primitive data types.

- It is designed by users.

3. A class which wraps the value of a primitive data type in an object is called Wrapper Class. It is present in `java.lang` package.

We need a wrapper class to convert any data type into an object.

4. The conversion of primitive data type to wrapper object is called Autoboxing. The conversion of wrapper object to primitive data type is called unboxing.

The needs of unboxing are:-

- When a data from array list is to be used as a primitive data.

- When the value from the wrapper object is to be passed to the function having primitive argument.

Example

5. OUTPUT
A a

6. A
a b
A B C
a b c d
A B C D E

```
class Pattern {
public static void main (String args []) {
    for (int i = 65; i < 70; i++) {
        for (int j = 65; j <= i; j++) {
            if (i % 2 == 0)
                System.out.print ((char) (j+32));
            else
                System.out.print ((char) (j));
        }
        System.out.println();
    }
}
```

Variable Listing

<u>Name</u>	<u>Data Type</u>	<u>Description</u>
i	int	To display it as a pattern
j	int	To display it as a pattern

7)

- a) The purpose of Double to String is that it converts double data type to String data type.
- b) ~~The purpose of Character.isDigit is that it converts~~
it checks whether the given argument is a letter or digit or not.
- c) The purpose of Character.isWhitespace is that it checks whether the string has a whitespace between it or not.

$$\begin{array}{r} 24 \times 1 \\ \hline 25 \end{array}$$

$$\begin{array}{r} 776 \\ 772 \\ \hline 4 \end{array}$$