NATIONAL INSTITUTE OF TECHNOLOGY UTTARAKHAND



OBJECT ORIENTED PROGRAMMING CSL 253

Submitted By

Vidya Chauhan

BT23CSE015

Submitted To

Ms. Sneha Chauhan

WRAPPER CLASSES

In Java, **wrapper classes** are special classes that allow us to treat primitive data types (like int, char, boolean, etc.) as objects. Normally, primitive types are simple values, not objects. But sometimes, we need to work with objects instead of basic values—especially when dealing with things like **collections** (e.g., ArrayList or HashMap), which can only store objects.

For example, if you need to store a list of numbers in an ArrayList, you can't directly use primitive types like int or double. Instead, you use their corresponding **wrapper classes**: Integer for int, Double for double, and so on.

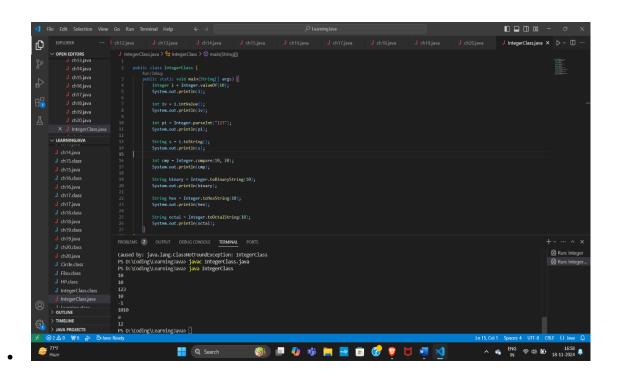
Wrapper Classes in Java

Here's a list of the primitive types and their matching wrapper classes:

Primitive Type	WrapperClass
byte	Byte
short	Short
int	Integer
long	Long
float	Float
double	Double
char	Character
boolean	Boolean

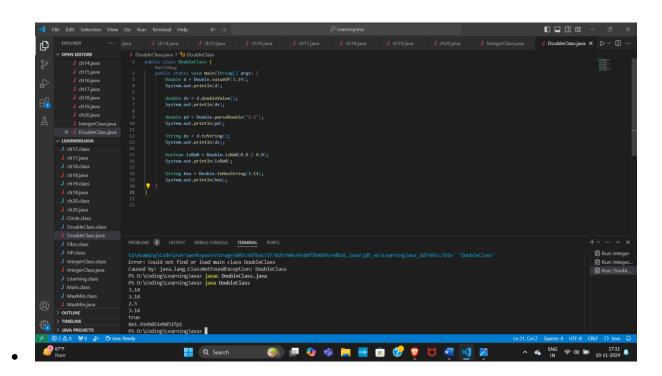
Integer Wrapper Class

- The Integer class in Java is a wrapper class for the primitive data type int. It provides methods to convert int to Integer and vice versa, along with many utility methods for performing operations on integers.
- Used when you need to treat primitive int values as objects, especially in collections like ArrayList that cannot hold primitive types.



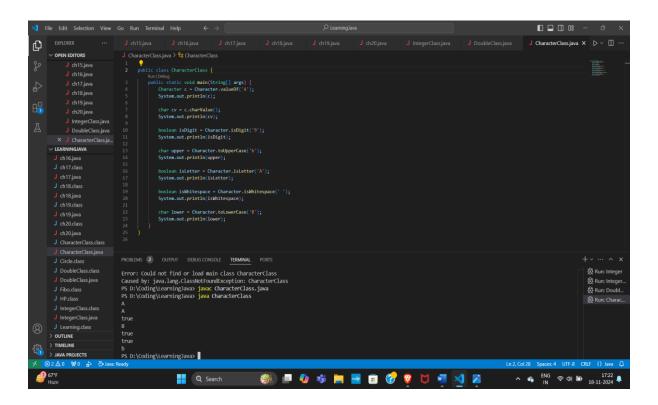
Double Wrapper Class

- The Double class is a wrapper for the double primitive type. It allows you to treat double values as objects, and provides methods for parsing and converting double values.
- Useful for performing complex mathematical operations and handling floating-point numbers with more precision.



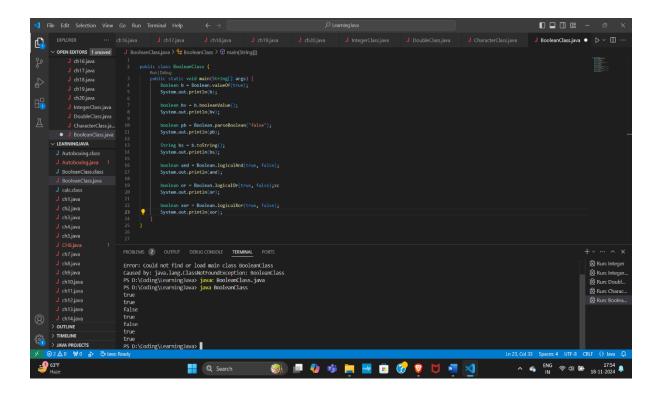
Character Wrapper Class

- Useful for performing complex mathematical operations and handling floating-point numbers with more precision.
- Useful for operations on characters, such as checking if a character is a letter, digit, or whitespace, or converting it to uppercase/lowercase.



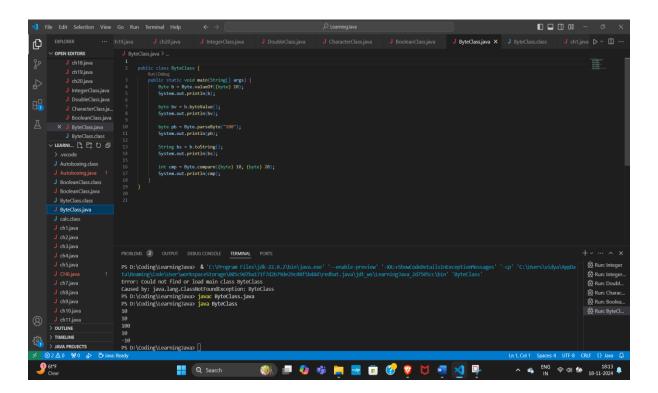
Boolean Wrapper Class

- The Boolean class is a wrapper for the boolean primitive type. It is used for handling boolean values (true or false) as objects.
- Used in scenarios where boolean values need to be stored in collections, or when performing logical operations on boolean values.



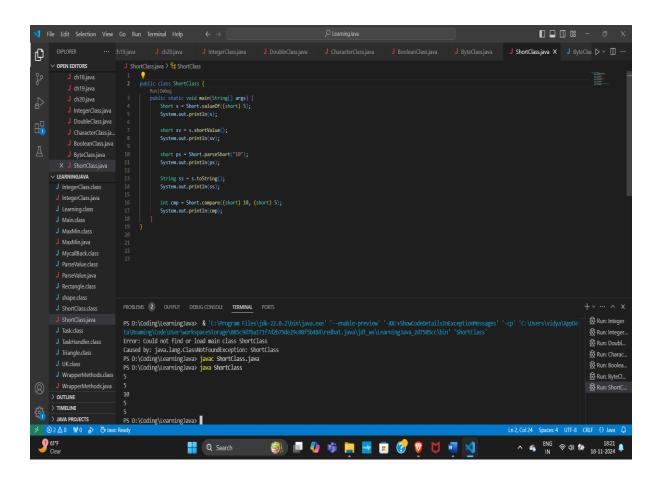
Byte Wrapper Class

- The Byte class is a wrapper for the byte primitive type. It allows for the manipulation and conversion of byte values as objects
- Often used when working with byte-level operations, such as file manipulation or network communication where byte values are important



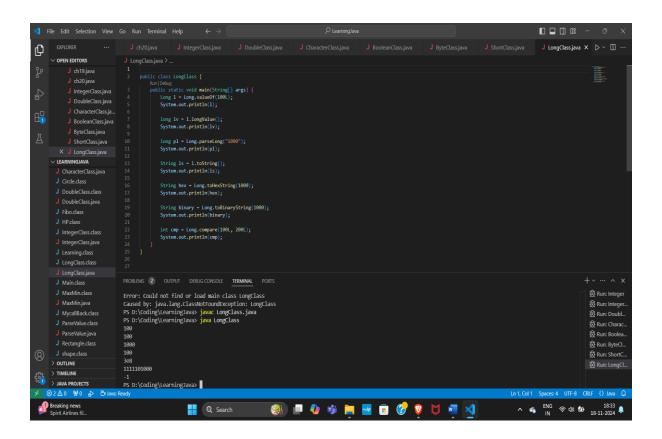
Short Wrapper Class

- The Short class is a wrapper for the short primitive type. It is useful for treating short values as objects and performing utility operations.
- Typically used in situations where memory optimization is important, and short values need to be treated as objects, such as in large datasets.



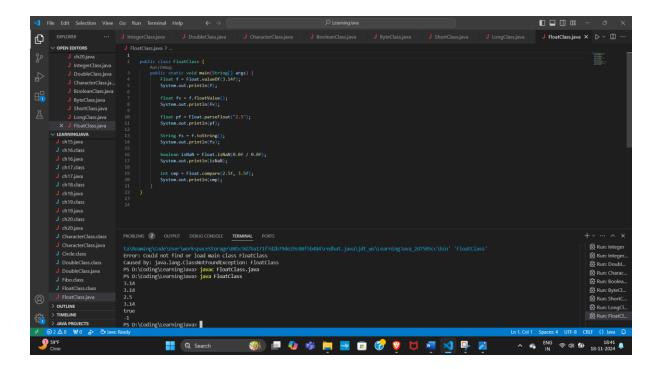
Long Wrapper Class

- The Long class is a wrapper for the long primitive type. It provides utility methods to work with long values as objects.
- Used when dealing with large numeric values, especially for monetary calculations or high-precision timestamps



Float Wrapper Class

- The Float class is a wrapper for the float primitive type. It provides methods to convert and manipulate float values.
- Used in scenarios where floating-point precision is important but memory usage needs to be optimized compared to using double.



CONCLUSION

Wrapper classes are useful in Java when you need to treat primitive types (int, double, boolean, etc.) as objects. This is particularly helpful in situations where primitive types cannot be used directly, such as in collections like ArrayList, which only work with objects. The wrapper classes also provide utility methods to convert between types, perform conversions, and handle operations more conveniently.