Practical No.:15,16

Title:- Write a program for implementation of Wrapper Class to convert Primitive into object and object into primitive.

Class:SYCM-I Roll No.:15 Date of Performance:16-MAR-2023

**Code:**

import java.lang.\*;

public class WrapExp

{

public static void main(String[] args)

{

System.out.println("\n\tPRIMITIVE TO OBJECT");

int a =5;

Integer b=new Integer (a);

System.out.println(b);

short c =24;

Short d=new Short(c);

System.out.println(d);

float e =24.45f;

Float f=new Float(e);

System.out.println(f);

double g=44.8869d;

Double h=new Double(d);

System.out.println(h);

char ab='M';

Character ac=new Character(ab);

System.out.println(ac);

long l=6881;

Long ln=new Long(l);

System.out.println(ln);

boolean bc=true;

Boolean cc=new Boolean (bc);

System.out.println(cc);

byte bb=8;

Byte nn=new Byte(bb);

System.out.println(nn);

System.out.println("\n\tOBJECT TO PRIMITIVE");

int m;

m=b.intValue();

System.out.println(m);

short n;

n=d.shortValue();

System.out.println(n);

float p;

p=f.floatValue();

System.out.println(f);

double dd;

dd=h.doubleValue();

System.out.println(dd);

char oa;

oa=ac.charValue();

System.out.println(oa);

long ob;

ob=ln.longValue();

System.out.println(ob);

boolean oc;

oc=cc.booleanValue();

System.out.println(cc);

byte od;

od=nn.byteValue();

System.out.println(od);

}

}

**Output:**

Microsoft Windows [Version 6.3.9600]

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C:\Users\Student>D:

D:\>cd D:\SYCM-I-15\JAVA\jdk1.8.0\_202\bin\SYCM-I\_15

D:\SYCM-I-15\JAVA\jdk1.8.0\_202\bin\SYCM-I\_15>set path=D:\SYCM-I-15\JAVA\jdk1.8.0\_202\bin

D:\SYCM-I-15\JAVA\jdk1.8.0\_202\bin\SYCM-I\_15>javac WrapExp.java

D:\SYCM-I-15\JAVA\jdk1.8.0\_202\bin\SYCM-I\_15>java WrapExp

PRIMITIVE TO OBJECT

5

24

24.45

24.0

A

6881

true

8

OBJECT TO PRIMITIVE

5

24

24.45

24.0

A

6881

true

8