

*** Write a program to lexicographically arrange the given strings "Raman" , "Aman" , "Vikram" , "Shyam" and "Bhuvan".**

```
package Problem1.strings;
import java.util.Arrays;

public class StringSort {

    public static void main(String[] args) {
        String s[] = {"Raman" , "Aman" , "Vikram" , "Shyam" , "Bhuvan"};
        Arrays.sort(s);
        for(String s1:s) {
            System.out.print(s1 + " ");
        }
    }
}
```

***Create objects of all the wrapper classes and print then on console, with using constructor.**

```
package Problem2.java;

public class Wrapper {

    public static void main(String[] args) {
        Integer myInt = 10;
        Double myDouble = 11.65;
        Character myChar = 'T';
        Boolean myBool= true;
        System.out.println(myInt);
        System.out.println(myDouble);
        System.out.println(myChar);
        System.out.println(myBool);
    }
}
```

***Write a program to demonstrate boxing and un-boxing**

```
package Problem3.java;

public class BoxingUnboxing {

    public static void main(String[] args) {

        //boxing
        Integer objInteger = Integer.valueOf(10);
        //un-boxing
        int a = objInteger.intValue();
    }
}
```

```
        System.out.println(a);
    }

}
```

***Write a program to demonstrate autoboxing and unboxing.**

```
package Problem4.java;

public class AutoboxingUnboxing {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        //autoboxing
        Integer objInteger = 10;
        //un-boxing
        int a = objInteger;

        System.out.println(a);
    }

}
```

***Write a program to get a substring of a StringBuffer.**

```
package Problem5.java.strings;

public class Substring {

    public static void main(String[] args) {

        StringBuilder s = new StringBuilder("Hello!! Welcome to Java World");
        System.out.println(s);

        //substring
        System.out.println("\nSubstring: " + s.substring(5, 19));

    }

}
```

***Write a program to print ASCII values of Character objects using wrapper class.**

```
public class ASCIIvalue {

    public static void main(String[] args) {
        Character obj = Character.valueOf('a');
        System.out.println((int)obj);
    }

}
```

```
    }  
}
```

***Create a List of 10 Integer objects and try to access 15th index. Properly analysis the output.**

```
import java.util.ArrayList;
```

```
public class List2 {  
    public static void main(String[] args) {  
  
        ArrayList<Integer> integers = new ArrayList<>();  
  
        integers.add(20);  
        integers.add(60);  
        integers.add(70);  
        integers.add(50);  
        integers.add(30);  
        integers.add(250);  
        integers.add(3);  
        integers.add(2);  
        integers.add(10);  
        integers.add(18);  
        //printing the list  
        System.out.println("printing list");  
        System.out.println(integers);  
        int no = integers.get(15);  
        System.out.println(no);  
    }  
}
```

***Write a program to display the length and capacity of String, StringBuffer and StringBuilder.**

```
public class LengthandCapacity {  
    public static void main(String[] args) {  
        String string = new String("Aman");  
        StringBuffer buffer = new StringBuffer("Srivastava");  
        StringBuilder builder = new StringBuilder("ComputerScience");  
  
        System.out.println("Length and capacity of string is " + string.length());  
        System.out.println();  
        System.out.println("length of StringBuffer is = " + buffer.length());  
        System.out.println("Capacity of StringBuffer is = " + buffer.capacity());  
        System.out.println();  
        System.out.println("length of StringBuilder is = " + builder.length());  
        System.out.println("Capacity of StringBuilder is = " + builder.capacity());  
    }  
}
```

}