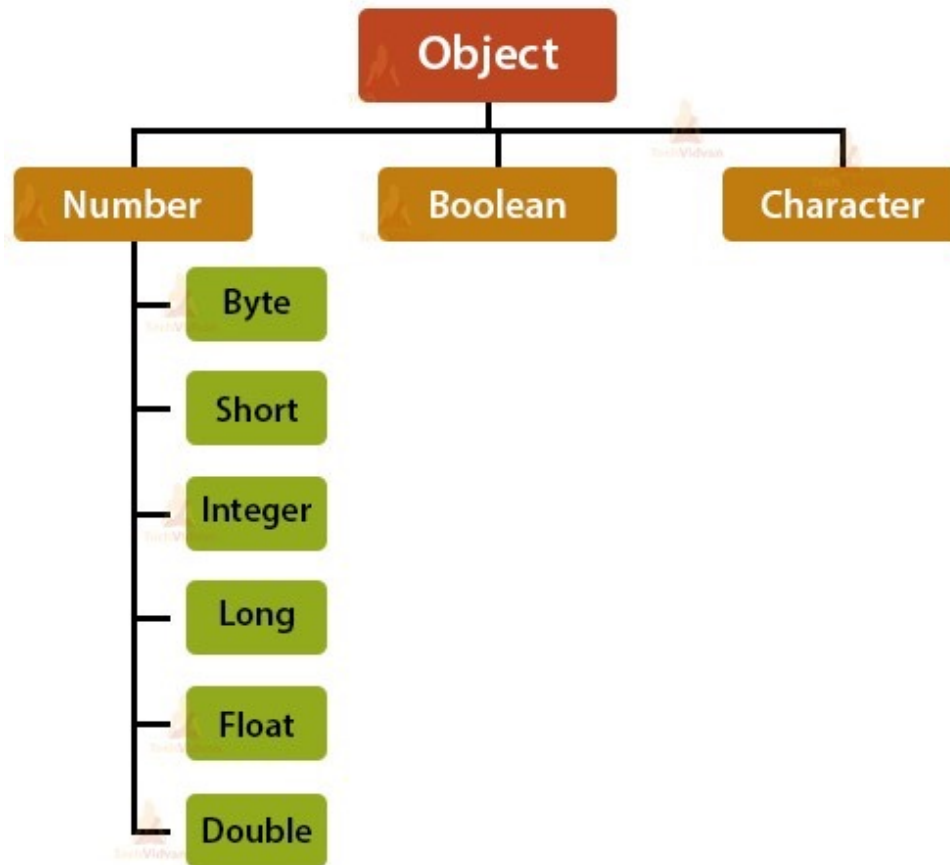


Wrapper Classes

Wrapper classes used to use primitive data types (int, double, char, etc..) as objects.



Boxing/Unboxing/Auto boxing



- **Boxing:**

We **Box** or **Wrap** an '**int**' value in an Integer object.

```
Integer obj=new Integer(3);
```

- **Unboxing:**

We **Unbox** or **Unwrap** an '**int**' value from an Integer object.

```
int a= obj.intValue( );
```

- Java does **autoboxing/unboxing** as necessary, so we do not have to explicitly do it in our code.

```
Integer obj=3 ;
```

```
int a= obj ;
```

Parsing

```
String x="25";  
int y=Integer.parseInt(x);  
double z=Double.parseDouble(x);  
System.out.println(y);  
System.out.println(z);
```