27-06-2024

WRAPPER CLASSES :-

1. Int.   2. Float

3. double   4. long

5. short   6. char

7. boolean   8.

creation of wrapper class object is called "BOXING" [OR]
Auto Boxing.

Extracting Values from wrapper class object is called
"UN BOXING"

A → Variable
p → object

Ex:-

→ package sreya;

public class Demo   COMMAND LINE ARGUMENTS
{   ↑
    public static void main (string ar[])

    {   int A =s;

        Integer p = 5;

        Integer x = new Integer (s);

        System. out. println (a);   o/p :-
        System. out. println (p);   5
        int m = p. int Value ( );   5
        System. out. println (m);   10,

                                                    101 = BINARY
    }
}

Q:- WAP to calculate area of circle r value should be supplied from
command line arguments:-

→ package sreeja;

```
public class Demo
{
    public static void main (String ar[])
    {
        double r= Double.parseDouble (ar[0]);
        double a = Math.PI * r * r;
        System.out.println(a);
    }
}
```

-> package sreeja;

```
. public class Demo implements cloneable
{
    int a;
    public static void main (String ar[]) throws
    cloneNotSupportedException
    {
        Demo p = new Demo ();
        p.a = 5;
        Demo q = (Demo) p.clone ();
        system.out.println (p.hashcode());
        System.out.println (p.toString ());
        System.out.println (p.a);
        System.out.println (q.a);
        q.a =10;
        System.out.println (p.a);
        System.out.println (q.a);
    }
}
```

p->OBJECT

Markup interface

Hashcode ->
object id
so here
decimal

clone -> create
Duplicate
objects

O/P:-
5
5
10

OBJECT-P

Markup interface

Hashcode →
object ID
in menu
decimrs

clone → Create
Duplicate
objects