

## Wrapper class in Java

Wrapper class in java provides the mechanism to convert primitive data type into object is called **boxing** and object into primitive data type is called **unboxing**.

Since J2SE 5.0, auto boxing and unboxing feature converts primitive data type into object and object into primitive data type automatically. The automatic conversion of primitive data type into object is known as auto-boxing and vice-versa auto-unboxing.

**One of the eight classes of java.lang package are known as wrapper class in java. The list of eight wrapper classes are given below:**

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

### **Wrapper class Example: Primitive to Wrapper**

```
public class WrapperExample1 {  
    public static void main(String args[]) {  
        //Converting int into Integer  
        int a=20;    //built in data type  
        Integer i=Integer.valueOf(a); //boxing, converting int into Integer  
        Integer j=a; //auto-boxing, now compiler will write Integer.valueOf(a) internally  
        System.out.println(a+" "+i+" "+j);  
    }  
}
```

Output: 20 20 20

### **Wrapper class Example: Wrapper to Primitive**

```
public class WrapperExample2 {  
    public static void main(String args[]) {  
        //Converting Integer to int  
        Integer a=new Integer(3);  
        int i=a.intValue(); //unboxing i.e converting Integer to int  
        int j=a; //auto unboxing, now compiler will write a.intValue() internally  
  
        System.out.println(a+" "+i+" "+j);  
    }  
}
```

Output:

3 3 3

Q: WA Java program to accept one character from the command line / user. Check whether the given character in Upper case, Lower case, digit or special character. Solve this problem by using the concept of Wrapper class.