Wrapper class

Primitive type to Object--🡪Boxing

Object to Primitive--------🡪Unboxing

Primitivetype Wrapper class

int Integer

short Short

long Long

char Charater

boolean Boolean

float Float

double Double

byte Byte

Boxing

Integer i=new Integer(10);

Charter c=new Character(‘A’);

Double d=new Double(89.00);

Unboxing

Int x=I;

Char y=c;

double a=d;

foreach--🡪Arrays collections

Syntax:

for( datatype refrencevarabile:arrays/collections){

//statement

}