For each loop/advanced

Drawback

1.arrays

2.collections

Syntax:

for(datatype rv:arrays/collections){

//statement

}

Wrapper class

“it provides the mechanism to covert primitive into object and object into primitive”

1.Boxing

“Converting from primitive datatypes into object”

2.Unboxing

“Converting object into primitive datatypes”

Primitive types Wrapperclas

int Integer

byte Byte

float Float

long Long

double Double

short Short

char Character

boolean Boolean

Boxing

Integer a=new Integer(10);

Double d=new Double(23.90);

Character c=new Character(‘A’);

Boolean b=new Boolean(‘true’);

Unboxing

Int x=a;

double y=d;

char e=c;

boolean d=b;

Iterator Interface

1.has next

2.next

3.remove

List Iterator interface

1.has next

2.next

3.previous

4.hasPrevious

5.remove

Relationship

1.IS A

2.HAS A

HAS A-🡪it is similar to whole part of relationship it is called composition

Advantages

1.code reusability

2ways

1.complie

2.Run time