

PRACTICAL:11

AIM: Write programs in Java to use Wrapper class of each primitive data types.

WRAPPER CLASS:

The wrapper class is a class whose object contains or wraps its respective primitive data type into object. Converting primitive data types into object is called boxing (autoboxing), and this is done by compiler.

Therefore, while using a wrapper class you just need to pass the value of the primitive data type to the constructor of the Wrapper class. And the Wrapper object will be converted back to a primitive data type, and this process is called unboxing.

There are mainly two uses with wrapper classes:

- Primitive to Wrapper (Boxing)
To convert simple data types into objects.
- Wrapper to Primitive (Unboxing)
To convert objects into data types.

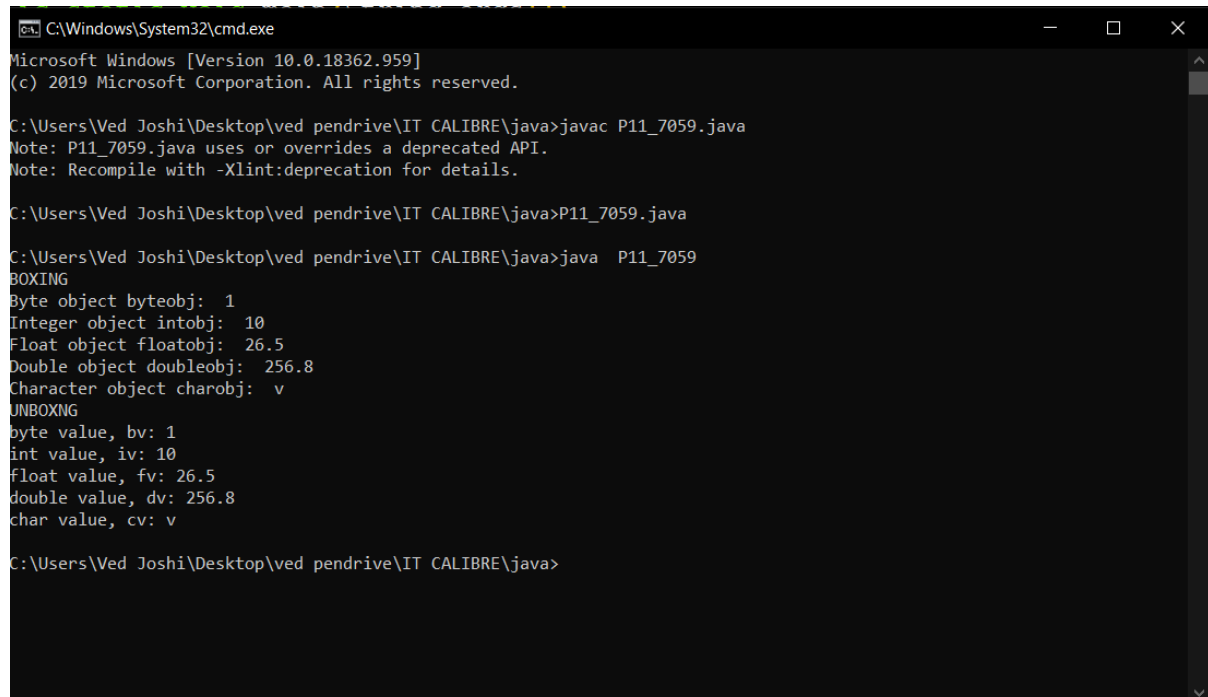
PROGRAM:

```
class P11_7059
{
    public static void main(String args[])
    {
        byte a = 1;
        int b = 10;
        float c = 26.5f;
        double d = 256.8;
        char e='v';

        Byte obj1 = new Byte(a);
        Integer obj2 = new Integer(b);
        Float obj3 = new Float(c);
        Double obj4 = new Double(d);
        Character obj5 = new Character(e);
        System.out.println("BOXING");
```

```
System.out.println("Byte object byteobj: " + obj1);
System.out.println("Integer object intobj: " + obj2);
System.out.println("Float object floatobj: " + obj3);
System.out.println("Double object doubleobj: " + obj4);
System.out.println("Character object charobj: " + obj5);
byte bv = obj1;
int iv = obj2;
float fv = obj3;
double dv = obj4;
char cv = obj5;
System.out.println("UNBOXNG");
System.out.println("byte value, bv: " + bv);
System.out.println("int value, iv: " + iv);
System.out.println("float value, fv: " + fv);
System.out.println("double value, dv: " + dv);
System.out.println("char value, cv: " + cv);
}
}
```

OUTPUT:



```
C:\Windows\System32\cmd.exe
Microsoft Windows [Version 10.0.18362.959]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\Ved Joshi\Desktop\ved pendrive\IT CALIBRE\java>javac P11_7059.java
Note: P11_7059.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.

C:\Users\Ved Joshi\Desktop\ved pendrive\IT CALIBRE\java>P11_7059.java
BOXING
Byte object byteobj: 1
Integer object intobj: 10
Float object floatobj: 26.5
Double object doubleobj: 256.8
Character object charobj: v
UNBOXNG
byte value, bv: 1
int value, iv: 10
float value, fv: 26.5
double value, dv: 256.8
char value, cv: v

C:\Users\Ved Joshi\Desktop\ved pendrive\IT CALIBRE\java>
```