

Wrapper Class

Wrapper classes:

Integer
Boolean
Double I

purpose of wrapper classes:

1. To wrap primitives into object
2. To define utility methods for primitives

```
int x = 10;  
String s = Integer.toString(x);
```

Constructors:

```
Integer I = new Integer(10);  
Integer I = new Integer("10");
```


```
Integer I = new Integer("ten"); => NFE
```

```
Double d = new Double(10.5);  
Double d = new Double("10.5");
```

```
Boolean b= new Boolean(true);  
Boolean b= new Boolean(false);
```

```
Boolean b = new Boolean("true");  
Boolean b = new Boolean("false");
```

```
Boolean b = new Boolean("True");  
Boolean b = new Boolean("Durga");  
Boolean b = new Boolean("Anushka");
```



```
class Test  
{  
    public static void main(String[] args)  
    {  
        Boolean b1 = new Boolean("Left");  
        Boolean b2 = new Boolean("Right");  
        System.out.println(b1==b2);  
        System.out.println(b1.equals(b2));  
    }  
}
```

false
true

Note: equals() method is overridden for content com

Utility methods:

1. `valueOf()`
2. `xxxValue()`
3. `parseXxx()`
4. `toString()`

```
class Test
{
    public static void main(String[] args)
    {
        Boolean B = Boolean.valueOf("Durga");
        boolean b = B.booleanValue();
        System.out.println(b);
    }
}
```

Dancing between primitives, wrapper object and String

