

What's a wrapper class

There are places in Java where only objects are allowed and not primitive values. For example, an object of class `ArrayList` maintains a list of objects, and the `int` value 5 cannot be put into it. Java's solution to this problem is to have a class `Integer`—in package `java.lang`, so you don't have to import it—each object of which wraps (or contains) an `int`. So, if you want to put 5 into an `ArrayList`, wrap it in an `Integer` object and place that object in the `ArrayList` instead.

The word *wraps* and the phrase *wrapper class* are Java's, not ours. They make sense. Below are a bunch of wrappers. In order, these wrappers wrap a sandwich, a cupcake, spring rolls, and an **int**.



Like Strings, Integers are immutable. You can't change the **int** that is wrapped in an `Integer` object.

Java makes it easy to go back and forth between **int** and `Integer`:

```
Integer d= 5;    // Java automatically wraps the 5 in a new Integer object and stores a pointer to it in d
                 // Java calls this autoboxing. Autowrapping would have been better.

ll.add(4);       // Assuming ll is an ArrayList, Java will automatically autobox the 4 as above.

int k= d;        // Java automatically unboxes (unwraps is better) the int in object d.
```

Java will autobox and autounbox for you in most situations where you would want it to.

Class `Integer` has a constructor `Integer(int)` and a bunch of instance methods, like `d.equals(d1)`, `d.intValue()`, `d.toString()`.

Class `Integer` has some useful static variables, like `Integer.MAX_VALUE` and `Integer.MIN_VALUE`.

Class `Integer` has some useful static methods, like `Integer.parseInt(String s)`.

Each primitive type has its wrapper class, defined in package `java.lang` so you don't have to import it explicitly. Each wraps one primitive value and has instance methods, static variables, and static methods appropriate to that type. Here they are:

primitive type	wrapper class
byte	<code>Byte</code>
int	<code>Integer</code>
long	<code>Long</code>
float	<code>Float</code>
double	<code>Double</code>
char	<code>Character</code>
boolean	<code>Boolean</code>

Need more information?

1. Type `wrapper class Java` into a search engine and you will find many tutorials.
2. Look in the Java API specs for class `Integer` or any of the other wrapper classes.