**Name**

**Advanced Programming in Java**

**Lab Exercise 10/10/2019**

**Wrapper Classes**

Reference: Lesson 21 in Blue Pelican Java

1. The classes that convert primitives to objects are called \_\_\_\_\_\_\_\_\_\_\_\_\_classes.

2. Name the four primitive data types with which wrapper classes primarily deal.

3. Write code that will convert *double dx* into a wrapper class object. Call the object *dd*.

4. Write code that will produce a *Boolean* type wrapper object called *bj* (“wrap” a *true*

inside it).

5. Write code that will convert the integer *ip* into an *Integer* wrapper class object. Call the

object *ozzie*.

6. Assume you have the object *Character cw*. Write code to convert this to a primitive

character.

7. Assume you have *Double* objects *d1* and *d2*. Show how you would multiply the values

stored in these objects and then store the answer in primitive *double dd*.

8. Assume you have *Integer* objects *i1* and *i2*. Show how you would add the values stored

in these objects and then store the answer in a third *Integer* object called *i3*.

9. Write code that will extract the *boolean* wrapped in the *Boolean wnOh* and test it with an *if* statement.

10. Convert the object *jj* (of type *Double*) into a primitive *float* called *ff*.

11. Convert the object *pk* (of type *Double*) into a primitive *int* called *gurg*. What is the

danger of doing this?

12. What is the primary purpose of wrapper classes?

**Programming Problem**

1. Write a program that allows the user to enter two floating point values using the Scanner class. The program should then store them in a Double wrapper class. The program should then extract the values stored in the two Double class objects and add them together storing the result in a Double wrapper class object. The program should then take the square root of the value stored in the Double wrapper class object holding the sum of the two input values.