Java Number

Q 1: What is wrapper Class ?
Ans : Wrapper class is a class whose object wraps or contains a primitive data types.
Source : https://www.geeksforgeeks.org/wrapper-classes-java/

Q 2: Define auto-boxing and unboxing ?
Ans : The automatic conversion of primitive data types into its equivalent Wrapper type is known as auto-boxing and opposite operation is known as unboxing.
Source :https://www.javatpoint.com/autoboxing-and-unboxing

Q 3: Define difference between Float and Double ?
Ans :

Float	Double
can hold four bytes of memory (32 bits), and store about 7 digits.	can hold 8 bytes (64 bits), and store about 15 digits after the decimal point
float is single-point precision	double is double-point precision
A float has 23 bits of precision; 8 bits of exponent, and 1 sign bit.	A double has 52. bits of precision; 11 bits of exponent, and 1 sign bit.

Source :https://study.com/academy/lesson/java-float-vs-double.html

Q 4: What is number Class ?
Ans :Number class is the superclass of classes BigDecimal, BigInteger, Byte, Double, Float, Integer, Long, and Short.

Q 5: Why do we use wrapper class ?
Ans :Wrapper classes are used to convert any data type into an object.The primitive data types are not objects; they do not belong to any class; they are defined in the language itself. Sometimes, it is required to convert data types into objects in Java language .Then use wrapper class .
Source :https://www.youth4work.com/Talent/Aptitude/Forum/108759-what-is-a-wrapper-class-what-is-its-use-in-java

Q 6: What is Armstrong Number ?
Ans :An Armstrong number of three digits is an integer such that the sum of the cubes of its digits is equal to the number itself. For example,
371 is an Armstrong number since 3**3 + 7**3 + 1**3 = 371.
Source:https://pages.mtu.edu/~shene/COURSES/cs201/NOTES/chap04/arms.html

Q 7: What is return by rint() ?
Ans :This method returns the closest floating-point value to a that is equal to a mathematical integer.
Source :https://www.tutorialspoint.com/java/lang/math_rint.htm

Q 8: Define variant of toString() ;
Ans : variant are **toHexString(), toOctalString() and toBinaryString() .**
Source : https://www.w3resource.com/java-tutorial/java-wrapper-classes.php

Q 9: How do we write primitive data type and wrapper class data type ?
Ans :

Primitive type	Wrapper Class
boolean	Boolean
byte	Byte
char	Character
float	Float
int	Integer
long	Long
short	Short
double	Double

source: https://www.geeksforgeeks.org/autoboxing-unboxing-java/

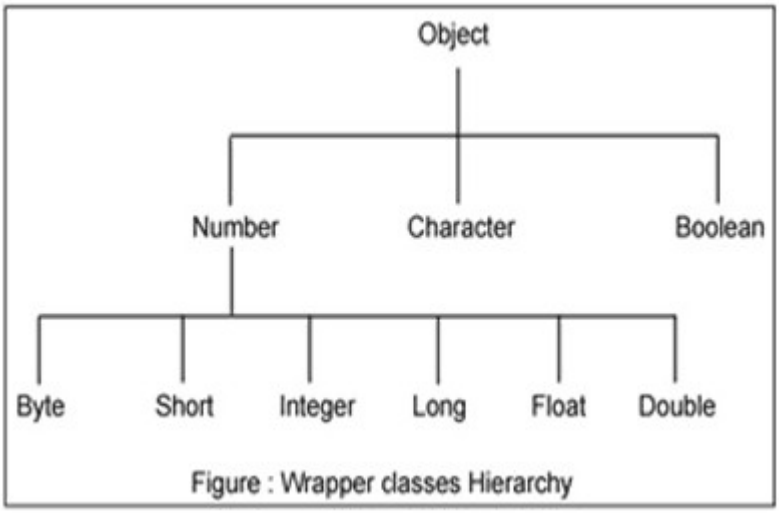

Figure : Wrapper classes Hierarchy

Q 10 : How many method and constructor in wrapper class?

Ans:

methods are :
byte byteValue() ,
abstract double doubleValue() ,
abstract float floatValue() ,
abstract int intValue()
,abstract long longValue() ,
short shortValue()
Single Constructor is : **Number()**

Source : https://www.tutorialspoint.com/java/lang/java_lang_number.htm

	100.67	**100.50**	**100.25**
floor	100.0	100.0	101.0
rint	101.0	100.0	100.0
cell	101.0	101.0	100.0
round	101	101	100

1.2 : useful chart for Java Number