

Wrapper Class:

Try Out : **Creating Objects**

```
Integer i1 = new Integer(5);  
Integer i2 = new Integer("5");
```

```
Float f1 = new Float(5.6f);  
Float f2 = new Float("5.6f");
```

```
Double d1 = new Double(6.7);  
Double d2 = new Double("6.7");
```

```
Character c = new Character('a');
```

```
Boolean b1 = new Boolean(true);  
Boolean b2 = new Boolean("true");  
Boolean b3 = new Boolean("TrUe")
```

Tryout: autoboxing & AutoUnboxing

1.

```
class Tester {  
    public static void main(String[] args) {  
  
        char ch1 = 'a';  
        Character z1 = ch1;  
        System.out.println(z1); //concept of Boxing  
  
        Integer ch2=10;  
        int z2=ch2;  
        System.out.println(z2); //concept of UnBoxing  
  
        System.out.println("*****");  
        // Type casting cannot be used to convert any wrapper type to another  
        // Long phoneNoLong = (Long) new Integer(44281234); // Will give  
        compilation error  
  
        // We can make use of methods like intValue(), byteValue(), floatValue(), etc.  
        Integer phoneNo = 44281234;  
        Long phoneNoLong = phoneNo.longValue();  
        System.out.println("Integer to Long: " + phoneNoLong);  
  
        System.out.println("*****");
```

```

    // Wrappers can be used to convert Integer to numeric String data type by using
    toString() method
    Integer my = 100;
    String myStr = my.toString();
    System.out.println(myStr.length());

    System.out.println("*****");
    // Wrappers can be used to convert numeric strings to numeric data types
    double numDouble = Double.parseDouble("123.45");
    System.out.println("String to double: " + numDouble);

    System.out.println("*****");
    // Wrappers can be used to convert an Integer to Binary String by using
    toBinaryString() method
    System.out.println("Integer 5 as binary string: " + Integer.toBinaryString(5));
}
}

```

2.

//This program demonstrates usage **of various methods in Character Wrapper class**

```

class Tester {
    public static void main(String[] args) {
        //Creating Character instances using valueOf()
        Character alphaObj = Character.valueOf('A');
        Character digitObj = Character.valueOf('5');

        //method to check if a given character is Alphabet
        System.out.println("Z is Alphabet:"+Character.isLetter('Z'));

        //method to check if a given character is Digit
        System.out.println("5 is Digit:"+Character.isDigit(digitObj));

        //method to check if a given character is LowerCase
        System.out.println("b is LowerCase:"+Character.isUpperCase('b'));

        //method to convert to LowerCase
        System.out.println(Character.toLowerCase('Z'));
        System.out.println(Character.toLowerCase(66));

        //method to convert Character to String
        String xobj = Character.toString('x');
        System.out.println(xobj);

        //method to convert Character to char primitive data type
        char alpha = alphaObj.charValue();
        System.out.println(alpha);
    }
}

```

```

//Comparing chars using compare which returns int
//It returns 0 if char1 == char2;
//a value less than 0 if char1 < char2;
//and a value greater than 0 if char1 > char1
System.out.println(Character.compare('A', 'b'));

//Comparing Character objects using compareTo which returns int
//It returns 0 if obj1 == obj2;
//a value less than 0 if obj1 < obj2;
//and a value greater than 0 if obj1 > obj2
Character anotherCharacter = Character.valueOf('b');
System.out.println(alphaObj.compareTo(anotherCharacter));
}

}

```

Wrapper class methods

```

public class WrapperClassMethodsExample {
    public static void main(String[] args) {
        // valueOf() - Converts a string to the corresponding wrapper object
        Integer intValue = Integer.valueOf("42");
        Double doubleValue = Double.valueOf("42.42");
        Boolean booleanValue = Boolean.valueOf("true");
        System.out.println("valueOf: Integer=" + intValue + ", Double=" + doubleValue +
", Boolean=" + booleanValue);

        // xxxValue() - Retrieves the primitive value from the wrapper object
        int primitiveInt = intValue.intValue();
        double primitiveDouble = doubleValue.doubleValue();
        System.out.println("xxxValue: int=" + primitiveInt + ", double=" +
primitiveDouble);

        // parseXxx() - Parses a string to a primitive value
        int parsedInt = Integer.parseInt("100");
        double parsedDouble = Double.parseDouble("99.99");
        boolean parsedBoolean = Boolean.parseBoolean("false");
        System.out.println("parseXxx: int=" + parsedInt + ", double=" + parsedDouble +
", boolean=" + parsedBoolean);

        // isLetter(), isDigit(), isUpperCase() - Character class methods
        char sampleChar = 'A';
        System.out.println("isLetter: " + Character.isLetter(sampleChar));
    }
}

```

```

System.out.println("isDigit: " + Character.isDigit('5'));
System.out.println("isUpperCase: " + Character.isUpperCase(sampleChar));

// toLowerCase() - Converts character to lowercase
char lowerChar = Character.toLowerCase(sampleChar);
System.out.println("toLowerCase: " + lowerChar);

// toString() - Converts a wrapper object or primitive to a string
String intAsString = Integer.toString(primitiveInt);
String doubleAsString = Double.toString(primitiveDouble);
System.out.println("toString: intAsString=" + intAsString + ", doubleAsString=" +
doubleAsString);
}
}

```

Questions: Wrapper

Q3 of 4 (don't use)

```

Integer x = 100;
Integer y = 100;
System.out.println(x == y);
x = 128;
y = 128;
System.out.println(x == y);

```

true false –

true true

false false

false true

Explanation :

The second print statement gives out false due to the cache managed by the JVM. The JVM returns an already created object for any values between -128 and 127, whereas any Integer value outside this range is converted to a new Integer object.

Q4 of 5

Predict the output of the following code snippet:

```
public class Tester {  
  
    public static void main(String[] args) {  
        char test[] = {'a', 'A', '5'};  
        System.out.println(Character.isDigit(test[2]));  
        System.out.println(Character.isUpperCase(test[1]));  
    }  
}
```

true true –

false true

true false

Explanation :

Character.isDigit() checks whether the value is digit and Character.isUpperCase() checks for uppercase value.

test[2] is digit and test[1] is in uppercase, therefore both are true.

Q5 of 5

In the below code snippet, auto-boxing occurs in which statement?

```
Integer[] intArray = new Integer[12]; //line 1  
intArray[0] = 20; //line 2  
int value = intArray[0]; //line 3
```

line 1

line 2 –

line 3

No auto-boxing used

Explanation :

The int value 20 is wrapped as integer object reference.

TryOut: String

```
class Tester {  
    public static void main(String args[]) {  
  
        // length()  
    }  
}
```

```
String str = "Welcome";
System.out.println(str.length());

// concat()
String s = "Hello";
s.concat(" World");
System.out.println(s);
// s is still "Hello"
// String objects are immutable which means they cannot be changed
// Here, when we concat the two strings a new string object gets created

String s1 = s.concat("World");
System.out.println(s1);

// + operator can also be used for string concatenation
String fname = "Jack";
String lname = "Black";
System.out.println(fname + " " + lname);

// equals()
System.out.println(s.equals("Hello"));

// equals compares only the values of the strings
String s2 = new String("Hello");
System.out.println(s.equals(s2));

// == compares the object reference and will return false in the below
// case
System.out.println(s == s2);

// equalsIgnoreCase()
System.out.println(s.equalsIgnoreCase("hello"));

// toLowerCase() and toUpperCase()
System.out.println(str.toLowerCase());
System.out.println(str.toUpperCase());

// substring()
String subs = "Learning is fun";
System.out.println(subs.substring(4, 8));
System.out.println(subs.substring(4));

// charAt()
System.out.println(subs.charAt(10));

// contains()
System.out.println(subs.contains("is"));
```

```

    // replace()
    System.out.println(subs.replace('i', 'k'));
}

}

```

TryOut: StringBuffer

```

public class StringBufferDemo{

    public static void main(String[] args){

        String firstName="Sachin";

        String lastName="Tendulkar";

        String fullName=firstName+lastName;

        //+'operator concatenates the string but creates a new object in the heap memory as sting is
        immutable

        System.out.println(fullName);

        StringBuffer sb=new StringBuffer(firstName);

        String fName=sb.append(lastName).toString(); //toString method converts StringBuffer to
        String

        //StringBuffer is mutable, it appends to a single object

        System.out.println(fName);

        sb.insert(1,"java"); //Output Sjavachin

        sb.delete(1,3); // Shin

        sb.reverse(); //nihcaS

        sb.replace(1,3,"Java") //SJawahin

    }

}

```

TryOut: StringBuilder

```

//creation of StringBuilder Object with capacity 50.

StringBuilder name = new StringBuilder(50);

name.append("Mississippi");

int length = name.length(); // will give the length of address

```

```

name.insert(length, " River");

System.out.println(name); //Output :- Mississippi River

name.reverse(); // Output :- reviR ipississiM

name.delete(5, 10); // Output :- reviRssissiM

System.out.println(name.charAt(3)); // Output :- i

```

StringBuffer is *synchronized* i.e. thread safe. It means two threads can't call the methods of StringBuffer simultaneously.

StringBuilder is *non-synchronized* i.e. not thread safe. It means two threads can call the methods of StringBuilder simultaneously.

Assignment: String

Method Description

Remove all the white spaces from the string passed to the method and return the modified string.

Test the functionalities using the main() method of the Tester class.

Sample Input and Output

Sample Input	Expected Output
"Hello How are you "	HelloHowareyou
"J ava pro gramming"	Javaprogramming