A screenshot of a black board

Description automatically generated

Wrapper classes provide a way to use primitive data types (like int, char, etc.) as objects.

**Autoboxing**: Automatic conversion of primitive types to corresponding wrapper class objects.

int a = 5;

Integer aObj = a; // Autoboxing

**Unboxing**: Automatic conversion of wrapper class objects to corresponding primitive types.

Integer bObj = 10;

int b = bObj; // Unboxing

Wrapper class objects are immutable, meaning their values cannot be changed once created.