

Q1. Why is primitive type not allowed inside ArrayList but wrapper class is allowed? Explain with example.

Ans. Java Generics work only with **objects**, not with **primitive data types**. ArrayList<int> is invalid because int is **not an object**. Instead, we use **wrapper classes** like Integer for int. For ex -
import java.util.*;

```
public class Main {  
  
    public static void main(String[] args) {  
  
        // ArrayList<int> list = new ArrayList<>(); // Not allowed  
  
        ArrayList<Integer> list = new ArrayList<>(); // Allowed  
  
        list.add(10);  
  
        list.add(20);  
  
        System.out.println(list);  
  
    }  
}
```

Output :- [10, 20]

Q2. Write a Java program to convert a primitive double to a String without using autoboxing.

Ans.

```
public class Main {  
  
    public static void main(String[] args) {  
  
        double num = 45.67;  
  
        String str = Double.toString(num);  
  
        System.out.println("String value: " + str);  
  
    }  
}
```

Output :- String value: 45.67

Q3. What will happen if you try to add a primitive value to a collection without autoboxing? Show with code.

Ans. Without autoboxing, the compiler cannot convert primitive to an object automatically, and it will cause a compilation error. For ex -

```
import java.util.*;
```

```
public class Main {
```

```
    public static void main(String[] args) {
```

```
        ArrayList<Integer> list = new ArrayList<>();
```

```
        // list.add(5); // Works with autoboxing
```

```
        // Without autoboxing:
```

```
        Integer num = Integer.valueOf(5);
```

```
        list.add(num);
```

```
        System.out.println(list);
```

```
    }
```

```
}
```

Output :- [5]

Q4. Convert a String that contains a floating number to Double and print its integer value using intValue().

Ans.

```
public class Main {
```

```
    public static void main(String[] args) {
```

```
        String s = "45.89";
```

```
        Double d = Double.parseDouble(s);
```

```
        int intValue = d.intValue();
```

```
        System.out.println("Integer value: " + intValue);
```

```
    }
```

```
}
```

Output :- Integer value: 45

Q5. Compare two Integer objects using both == and equals() and explain the outputs.

Ans.

```
public class Main {  
    public static void main(String[] args) {  
        Integer a = 100;  
        Integer b = 100;  
        Integer c = 200;  
        Integer d = 200;  
        System.out.println(a == b);    // true (values between -128 to 127 cached)  
        System.out.println(c == d);    // false (new objects)  
        System.out.println(a.equals(b)); // true  
        System.out.println(c.equals(d)); // true  
    }  
}
```

Output :-

true

false

true

true

Q6. Demonstrate NumberFormatException using Integer.parseInt() with invalid input.

Ans.

```
public class Main {  
    public static void main(String[] args) {  
        try {  
            int num = Integer.parseInt("12AB"); // invalid number  
        } catch (NumberFormatException e) {
```

```
        System.out.println("Exception caught: " + e);
    }
}
}
```

Output :- Exception caught: java.lang.NumberFormatException: For input string: "12AB"

Q7. Write code to convert int → Integer → String → Integer and print each step.

Ans.

```
public class Main {
    public static void main(String[] args) {
        int num = 25;
        Integer obj = Integer.valueOf(num); // int → Integer
        String str = obj.toString();      // Integer → String
        Integer finalObj = Integer.parseInt(str); // String → Integer
        System.out.println("int: " + num);
        System.out.println("Integer: " + obj);
        System.out.println("String: " + str);
        System.out.println("Back to Integer: " + finalObj);
    }
}
```

Output :-

int: 25

Integer: 25

String: 25

Back to Integer: 25

Q8. Create an ArrayList of Character type and check whether each character is a digit or alphabet.

Ans.

```
import java.util.*;

public class Main {

    public static void main(String[] args) {

        ArrayList<Character> list = new ArrayList<>();

        list.add('A');

        list.add('5');

        list.add('b');

        for (char ch : list) {

            if (Character.isDigit(ch))

                System.out.println(ch + " is a Digit");

            else if (Character.isLetter(ch))

                System.out.println(ch + " is an Alphabet");

            else

                System.out.println(ch + " is neither");

        }

    }

}
```

Output :-

A is an Alphabet

5 is a Digit

b is an Alphabet

Q9. Why can't a primitive type be used in Generics? Provide explanation and example.

Ans. Generics in Java work only with **objects**, and primitive types like int, char, double are **not objects**. Hence, you cannot use ArrayList<int>, but you can use ArrayList<Integer> (wrapper class). For ex-
import java.util.*;

```
public class Main {  
    public static void main(String[] args) {  
        // ArrayList<int> list = new ArrayList<>(); // Compile-time error  
        ArrayList<Integer> list = new ArrayList<>(); // Correct  
        list.add(10);  
        System.out.println(list);  
    }  
}
```

Output :- [10]

Q10. Write a program where the user enters a numeric string, convert it into Integer, and print the square value.

Ans.

```
import java.util.*;  
public class Main {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
        System.out.print("Enter a numeric string: ");  
        String input = sc.nextLine();  
        try {  
            int num = Integer.parseInt(input);  
            System.out.println("Square: " + (num * num));  
        } catch (NumberFormatException e) {  
            System.out.println("Invalid input! Please enter a numeric string.");  
        }  
    }  
}
```

```
    }  
}  
}
```

Output :-

Enter a numeric string: 12

Square: 144