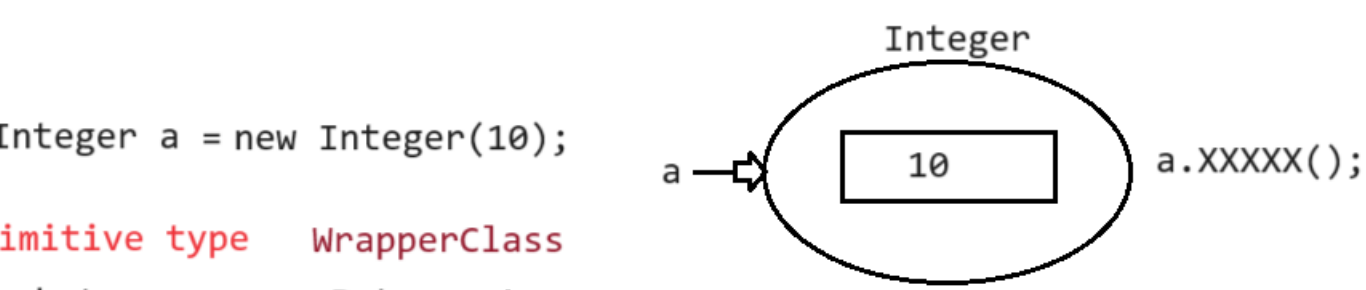


int a = 10; 4bytes
10 we dont handle this type of data in the form of "OOPS".
OOP->Object Oriented Programming

Java is not 100% OOP because we have primitive datatypes.



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

"java.lang.*"

