```
Java is not 100% OOP because we have primitive datatypes.
 Integer a = new Integer(10);
                                                                      a.XXXXX();
primitive type WrapperClass
    byte ----> Byte
short ----> Short
int ----> Integer
char ----> Character
float ----> Float
double ----> Double
long ---> Long
boolean ---> Boolean
                                         "java.lang.*"
                                                                Server
         GUI
   name :
dob :
email :
gender :
                                            valueOf("")
                                                                                 Database
                                            parseXXXX()
    phone no:
       String
                             valueOf()
    String
Primitive
                                                ♥ Wrapper Object
                            xxxValue()
     Wrapper
                                               ____Primitive
                            byte
short
int
long
float
double
                                      available in every wrapper class of Number type Byte, Short, Integer, Long, Float, Double
                                         6*6 = 36methods of type xxxxValue()
                            char
boolean
                          parseXXXX()
                                                               long
float
double
                            toString()
      Primitive
    WrapperClass
                                                                                         Integer i1 =new Integer("10");
                                        String
                                                                                         Integer i2 = new Integer("ten"); //NFE
            toString()
                                                                par<u>seXXX(</u>)
                                               toString()
                          valueOf()
                                       xxxValue()
                                                                   Primitive
      Wrapper
Object
                                        valueOf()
```

we dont handle this type of data in the form of "OOPS".

OOP->Object Oriented Programming