

Wrapper Class



int → Integer

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

```
int fun(int x) {
```

```
    x = 10;
```

```
}
```

```
main() {
```

```
    int a = 20;
```

```
    fun(a);
```

```
    syso(a);
```

```
}
```



```
int a = 10
```

auto boxing

```
Integer b = a;
```

```
int c = b
```

un boxing

Static keyword

- ↳ variables
- methods / functions
- classes
- blocks

```
class Student {
```

```
    int rollno;
```

```
    String name;
```

```
    static int count
```

```
}
```

```
main() {
```

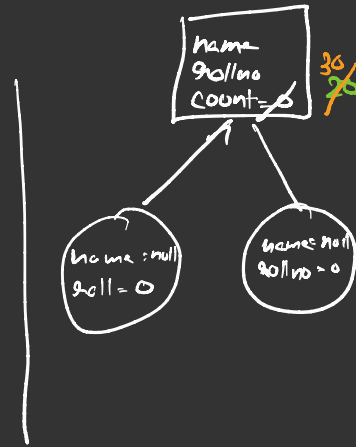
```
    Student s1 = new Student();
```

```
    Student s2 = new Student();
```

```
    s1.count = 20;
```

```
    sysout(s2.count) // 20
```

```
    Student.count = 30;
```

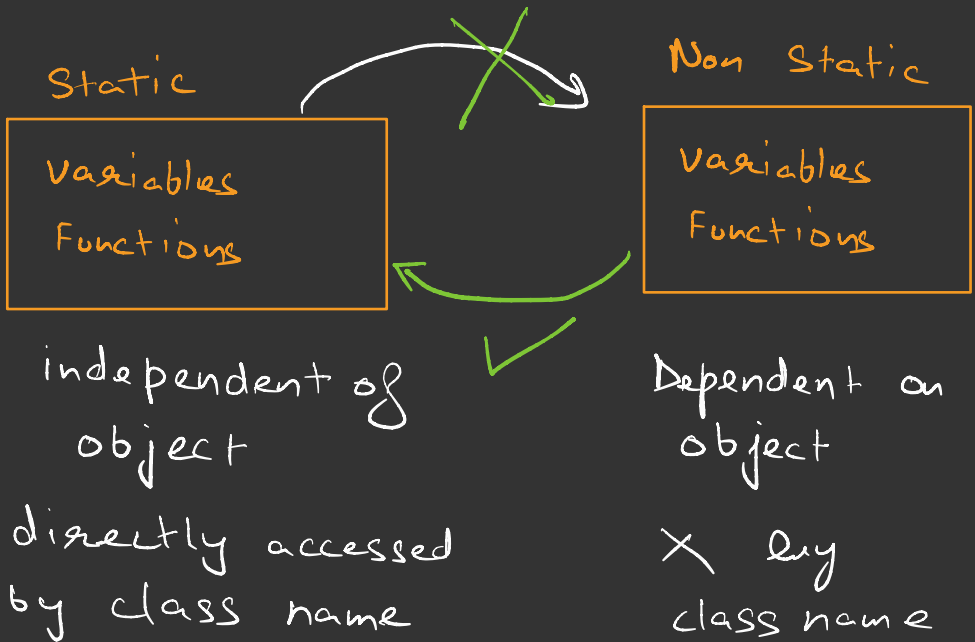


Static Functions

↳ called by the class name
does not require any instance

static variable / function

↳ does not depend on object



never use this

→ use this

③ static block

static {

}

only exist in a class

only run 1 time when the class
is loaded