Wrapper Classes

AP Computer Programming
Wrapper Classes

Allow primitives to be stored as Objects and then recovered

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<th>Primitive</th>
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<th>Unwrap Method</th>
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<td>int</td>
<td>Integer</td>
<td>intValue()</td>
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<td>double</td>
<td>Double</td>
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<tr>
<td>boolean</td>
<td>Boolean</td>
<td>booleanValue()</td>
</tr>
<tr>
<td>char</td>
<td>Character</td>
<td>charValue()</td>
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</tbody>
</table>
int x = 5;
Integer myNum = new Integer(x);
ArrayList myList = new ArrayList();
myList.add(myNum);
int y = ((Integer)myList.get(0)).intValue();

Note: Use == on primitives and .equals() on Objects