

4.7 Wrapper Classes

Name: _____ Class: _____ Date: _____

Total: 9 marks

KEY WORDS wrapper class 包装类 • unboxing 拆箱 • autoboxing 自动装箱

Objective

Build the skills to answer exam questions on **wrapper classes**.

You must be able to:

- understand that a **wrapper class** 包装类 lets a primitive be treated as an object
- use the **Integer** and **Double** classes
- describe **autoboxing** 自动装箱 and **unboxing** 拆箱

1 Worked examples

Study these first. Each one shows the method for a question type used later.

■ Wrapper classes

A **wrapper class** lets a primitive value be treated as an **object**: **Integer** wraps an **int**, and **Double** wraps a **double**. This is needed because some structures (like **ArrayList**) store only objects.

■ Autoboxing and unboxing

```
Integer n = 5;    // autoboxing: int -> Integer
int m = n;        // unboxing: Integer -> int
```

2 Practice

2.1 State what a wrapper class does. [1]

2.2 Name the wrapper class for **int**. [1]

2.3 State the difference between autoboxing and unboxing.

[2]

3 Exam-style questions

3.1 The wrapper class for `double` is

[1]

A	B
C	D

A Double

B double

C Number

D Float

3.2 Converting an `int` to an `Integer` automatically is

[1]

A	B
C	D

A unboxing

B autoboxing

C casting

D overloading

3.3 `Integer x = 7;`

(a) Name what happened to the 7.

[1]

(b) Name the wrapper class used.

[1]

(c) Name the reverse process (`Integer` to `int`).

[1]