

Java

*Enumeration, Type
Wrappers and Autoboxing*

Enumeration

- An enumeration is a list of named constants
- Java enumerations is similar to enumerations in other languages with some differences
- In Java, an enumeration defines a class type
- In Java, an enumeration can have constructors, methods, and instance variables
- ***Example: EnumDemo.java***

Enumeration

- All enumerations automatically contain two predefined methods:

public static enum-type [] values()

- Returns an array that contains a list of the enumeration constants

public static enum-type valueOf(String s)

- Returns the enumeration constant whose value corresponds to the string passed in s

- ***Example: EnumDemo2.java***

Enumeration

- Java enumeration is a class type
 - Although you can't instantiate an enum using new
- Enumeration can have constructors, instance variables and methods
 - Each enumeration constant is an object of its enumeration type
 - The constructor is called when each enumeration constant is created
 - Each enumeration constant has its own copy of any instance variables defined by the enumeration
- ***Example: EnumDemo3.java***

Type Wrappers

- Despite the performance benefit offered by the primitive types, there are times when you will need an object representation
 - you can't pass a primitive type by reference to a method
 - many of the standard data structures implemented by Java operate on objects, which means that you can't use these data structures to store primitive types

Type Wrappers

- Java provides ***type wrappers***
 - classes that encapsulate a primitive type within an object
- The type wrappers are:
 - Character
 - Boolean
 - Double, Float, Long, Integer, Short, Byte

Type Wrappers

```
public class WrapDemo {  
    public static void main(String args[]) {  
        Integer iOb = new Integer(100);  
        int i = iOb.intValue();  
        System.out.println(i + " " + iOb);  
    }  
}
```

- The process of encapsulating a value within an object is called **boxing**

Integer iOb = new Integer(100);

- The process of extracting a value from a type wrapper is called **unboxing**

int i = iOb.intValue();

Auto (boxing/unboxing)

- ***Autoboxing***

- the process by which a primitive type is automatically encapsulated into its equivalent type wrapper whenever an object of that type is needed
- There is no need to explicitly construct an object

- ***Auto-unboxing***

- the process by which the value of a boxed object is automatically extracted from a type wrapper when its value is needed
- There is no need to call a method such as `intValue()` or `doubleValue()`

Autoboxing

- With autoboxing, it is no longer necessary to manually construct an object in order to wrap a primitive type
- You need only assign that value to a type-wrapper reference
- Java automatically constructs the object for you
Integer iOb = 100; // autobox an int 100
- Notice that the object is not explicitly created through the use of new. Java handles this for you, automatically

Auto-unboxing

- To unbox an object, simply assign that object reference to a primitive-type variable

int i = iOb; // auto-unbox

- Java handles the details for you
- ***Example: AutoBoxingUnboxingDemo.java***