Wrapper class Integer

a0

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Integer

intValue()

byteValue()
shortValue()
longValue()
floatValue()
doubleValue()
toString()

equals(Object)

static components

MIN_VALUE
MAX_VALUE

The **int** field can't be changed —it is **immutable**.

Reason for wrapper class Integer: to be able to handle an **int** value as an object.

Reason for wrapper class Integer: to have a place to put constants and static methods that deal with int values.

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