

Using Classes

Integer Class

Lecture Contents

- The Integer Class
 - Integer Constants
 - Integer Methods

Integer Constants

```
public static void main(String[] args) {  
    System.out.println(Integer.BYTES);  
    System.out.println(Integer.MAX_VALUE);  
    System.out.println(Integer.MIN_VALUE);  
    System.out.println(Integer.)  
}
```

- BYTES : int - Integer
- MAX_VALUE : int - Integer
- MIN_VALUE : int - Integer
- SIZE : int - Integer
- bitCount(int i) : int - Integer
- compare(int x, int y) : int - Integer
- compareUnsigned(int x, int y) : int - Integer
- divideUnsigned(int dividend, int divisor) : int - Integer
- hashCode(int value) : int - Integer
- highestOneBit(int i) : int - Integer

Press '^Space' to show Template Proposals

Integer Constants

```
public static void main(String[] args) {  
    System.out.println(Integer.BYTES); // size in bytes  
    System.out.println(Integer.MAX_VALUE);  
    System.out.println(Integer.MIN_VALUE);  
    System.out.println(Integer.SIZE); // size in bits  
}
```

```
4  
2147483647  
-2147483648  
32
```

Integer Constants

```
int i;
```

```
System.out.println("Testing 'Integer.MAX_VALUE'");  
i = Integer.MAX_VALUE;  
System.out.println(i);  
i += 1;  
System.out.println(i);
```

```
System.out.println("Testing 'Integer.MIN_VALUE'");  
i = Integer.MIN_VALUE;  
System.out.println(i);  
i -= 1;  
System.out.println(i);
```

```
Testing 'Integer.MAX_VALUE'  
2147483647
```

```
?
```

```
Testing 'Integer.MIN_VALUE'  
-2147483648
```

```
?
```


Integer Constants

```
int i;
```

```
System.out.println("Testing 'Integer.MAX_VALUE'");  
i = Integer.MAX_VALUE;  
System.out.println(i);  
i += 1;  
System.out.println(i);
```

```
System.out.println("Testing 'Integer.MIN_VALUE'");  
i = Integer.MIN_VALUE;  
System.out.println(i);  
i -= 1;  
System.out.println(i);
```

```
Testing 'Integer.MAX_VALUE'  
2147483647  
-2147483648  
Testing 'Integer.MIN_VALUE'  
-2147483648  
2147483647
```

Integer Methods

- **Integer(int value);** // constructor
- **Integer.intValue();** // returns int

Integer Methods

- When we used strings...

```
public static void main(String[] args) {  
    String s1 = "Hello ";  
    String s2 = "World!";  
    System.out.println(s1 + s2);  
}
```

Hello World!

Integer Methods

- When we used strings... we created **new** string objects

```
public static void main(String[] args) {  
    String s1 = "Hello ";  
    String s2 = new String("World!");  
    System.out.println(s1 + s2);  
}
```

Hello World!

Integer Methods

- When we use `Integer...` we must create new `Integer` objects

```
public static void main(String[] args) {  
    Integer i = new Integer(5);  
    System.out.println(i);  
}
```

5

Integer Methods

- Object are different than primitives

```
public static void main(String[] args) {  
    int i = 5;  
    String s = i;  
    System.out.println(s);  
}
```

Integer Methods

- Object are different from primitives

```
public static void main(String[] args) {  
    int i = 5;  
    String s = i;  
    System.out.println(s);  
}
```

ERROR:

**Type mismatch: cannot convert from int
to String**

Integer Methods

- Object are different from primitives

```
public static void main(String[] args) {  
    int i = 5;  
    String s = (String) i;  
    System.out.println(s);  
}
```

Integer Methods

- Object are different from primitives

```
public static void main(String[] args) {  
    int i = 5;  
    String s = (String) i;  
    System.out.println(s);  
}
```

ERROR:

Cannot cast from int to String

Integer Methods

- Object are different from primitives

```
public static void main(String[] args) {  
    Integer i = new Integer(5);  
    String s = i.toString();  
    System.out.println(s);  
}
```

5

Integer Class

- `Integer.MAX_VALUE`
- `Integer.MIN_VALUE`
- `Integer(int value)` // returns `Integer`
- `Integer.intValue()` // returns `int`

Integer Class	
<code>Integer(int value)</code>	Constructs a new <code>Integer</code> object that represents the specified <code>int</code> value
<code>Integer.MIN_VALUE</code>	The minimum value represented by an <code>int</code> or <code>Integer</code>
<code>Integer.MAX_VALUE</code>	The maximum value represented by an <code>int</code> or <code>Integer</code>
<code>int intValue()</code>	Returns the value of this <code>Integer</code> as an <code>int</code>

Using Classes

Integer Class