Q. What is metaspace and heap memory?

Heap memory is allocated to store objects and JRE classes. It is dynamic allocation there is no fixed pattern for allocating and deallocating blocks in memory. We can increase or decrease heap memory size by using JVM option -Xms and -Xmx.

Q. Why java is platform independent?

Java compiler produces a unique type of code called bytecode. When the Java program runs in a particular machine it is sent to java compiler, which converts this code into intermediate code called bytecode. This bytecode is sent to Java virtual machine (JVM). JVM recognizes the platform it is on and converts the bytecodes into native machine code. Hence java is called platform independent language.

Q. Can we create class as final?

Yes, a class can be made final by using the final keyword. The final class cannot be inherited and so the final keyword is commonly used with a class to prevent inheritance.

Q. Can we write try and finally without catch block what is the use?

Yes, it is not mandatory to use catch block with finally.

Q. What is garbage collector and how it works?

Garbage Collection is the process of managing memory, automatically. It finds unused objects and delete or remove them to free up the memory. The garbage collection mechanism uses several GC algorithms.

The function of garbage collector is to find and delete the objects that cannot be reached.

Q. What is java memory model?

The Java memory model specifies how the java virtual machine works with the computer’s memory (RAM). The java virtual machine is a model of a whole computer so this model naturally includes a memory model aka the java memory model.

Q. What is young and old generations?

The young generation is where all new objects are allocated and aged.

The old generation is used to store long surviving objects.

Q. What is eden and survivor space?

Eden Space : The pool from which memory is initially allocated for most objects.

Survivor Space : The pool containing objects that have survived the garbage collection of eden space.