Sure, here are 25 practical questions on methods and object passing in Java, including examples where applicable:

1. \*\*Create a method `sum` that takes two integers and returns their sum.\*\*

2. \*\*Write a method `greet` that takes a `String` name and prints "Hello, [name]!".\*\*

3. \*\*Define a method `isEven` that checks if a given integer is even.\*\*

4. \*\*Implement a method `max` that returns the maximum of three integers.\*\*

5. \*\*Write a method `factorial` that calculates the factorial of a number using recursion.\*\*

6. \*\*Create an overloaded method `print` that can print both integers and strings.\*\*

7. \*\*Write a method `swap` that swaps the values of two integer variables.\*\*

8. \*\*Create a method `findMin` that returns the smallest element in an integer array.\*\*

9. \*\*Define a method `reverseString` that reverses a given string.\*\*

10. \*\*Write a method `printArray` that prints all elements of an integer array.\*\*

### Object Passing

11. \*\*Create a class `Person` with attributes `name` and `age`, and a method `display` to print the details.\*\*

12. \*\*Write a method `updateAge` that takes a `Person` object and a new age, and updates the person's age.\*\*

13. \*\*Create a method `incrementAge` that takes a `Person` object and increments their age by 1.\*\*

14. \*\*Write a method `clonePerson` that takes a `Person` object and returns a new `Person` object with the same attributes.\*\*

15. \*\*Define a method `compareAges` that takes two `Person` objects and returns the older person's name.\*\*

16. \*\*Write a method `findOldest` that takes an array of `Person` objects and returns the oldest person.\*\*

17. \*\*Create a method `areSameAge` that checks if two `Person` objects have the same age.\*\*

18. \*\*Define a method `swapPersons` that swaps two `Person` objects in an array.\*\*

19. \*\*Write a method `printPeople` that prints the details of all `Person` objects in an array.\*\*

20. \*\*Implement a method `resetPerson` that sets the attributes of a `Person` object to default values.\*\*

### Advanced Topics

21. \*\*Create a method `sumVarargs` that takes a variable number of integers and returns their sum.\*\*

22. \*\*Define a method `override` in a subclass that overrides a method from its superclass.\*\*

23. \*\*Write a method `calculate` that calls another method `multiply` within the same class.\*\*

24. \*\*Create a static method `convertToUpperCase` that converts a string to uppercase.\*\*

25. \*\*Implement a recursive method `printNumbers` that prints numbers from 1 to n.\*\*