Q1. What is class and object?

Q2. Four pillars of oops

Q3. What is encapsulation? Real life eg.

Q4. Role of getter and setter

Q5. What is abstraction? How it can be achieved?

Q6. What is constructor? Rules and types

Q7. What is constructor chaining? Benefits: super and this keyword, access specifier, access modifier

Private constructor… Recursive call in constructor chaining

Q8. Constructor overloading

Q9. Role of static keyword: m/m

Q10. How can we count number of object in class

Q11. Instance block and constructor

Q12.Difference between aggregation and inheritance

Q13. What is containment?

Q14. Difference between various types variables

Q15. Relationship between inheritance and polymorphism

Q16. Java does not support multiple inheritance

Q17. Method Overloading: def and types

Q18. Can we overload main method

Q18. Overloading: static, abstract , final and constructor

Q19. Can we overload a method only on the basis of return type

Q20. Method Overriding: def and rules

Q21. Can we change return type while overriding and how(Hint: Covariant)

Q22. What is inheritance, advantages and types.

Q23. Static, final, abstract : method override

Q23. Can we override constructor

Q24.Difference between compile time and run time polymorphism

Q25. Types of memory

Q25. What is abstract class? Code

Constructor in abstract class, usage and calling

Q26. Interface. Benefits,

Additional method: default,static, private

Q27. Dynamic method dispatch

Q28. Abstract class and interface difference

Q29. Ways of creating object

Q30. Deep cloning and shallow cloning of object

Q31. How can we change access specifier while overriding?

Q32. What is package?

Q33. Can abstract and final be together

Q34. Diamond problem in java in interface

Q35. Garbage collection in java

Q36. Final, finally and finalize

Q37. Instance of operator