What is memory management in java And how it is handled?

* Memory management in Java is primarily handled through **automatic garbage collection**, which helps in reclaiming the memory by destroying unused objects.  
  **Heap**: Stores objects and class instances. This is the main area managed by the garbage collector.
* **Stack**: Stores method call frames, local variables, and references to objects in the heap.
* **Method Area (MetaSpace in Java 8+)**: Stores class metadata, static variables, and method definitions.
* **Program Counter (PC) Register**: Keeps track of the current instruction being executed.
* **Native Method Stack**: Used for native (non-Java) method calls.  
    
    
  Q. Explain each best practice to avoid memory leak in java with example of code now.  
    
  **1. Avoid Unintentional Object References (especially in Collections)**
* **Problem**: Objects stored in collections (like List, Map) are not garbage collected if not removed.
* **Best Practice**: Remove unused objects from collections.

-------------------------------------------------------------------------

Map<string, object> cache = new HashMap<>();

public void addToCache(String key, Object value) {

    cache.put(key, value);

}

public void clearCache(String key) {

    cache.remove(key); // Prevents memory leak

}

**[2]Use Weak References for Caches**

**Problem**: Strong references in caches prevent GC.

**Best Practice**: Use WeakHashMap or WeakReference  
  
**What is a Strong Reference?**

In Java, **strong references** are the default type of reference. If an object is strongly referenced, the **Garbage Collector (GC)** will **never** remove it from memory as long as the reference exists.

**🔍 What is a Weak Reference?**

A **weak reference** allows the GC to collect the object **even if it is still referenced**, as long as it's only weakly referenced. This is useful for **caching**, where you don’t want the cache to prevent memory cleanup.

**WeakHashMap vs HashMap**

* HashMap uses **strong references** for keys and values.
* WeakHashMap uses **weak references** for **keys**. If a key is no longer used elsewhere, it can be garbage collected, and the entry is removed from the map.

import java.util.HashMap;

import java.util.WeakHashMap;

public class CacheExample {

    public static void main(String[] args) {

        // Strong reference example

        HashMap<object, string> strongMap = new HashMap<>();

        Object strongKey = new Object();

        strongMap.put(strongKey, "Strong Reference");

        // Weak reference example

        WeakHashMap<object, string> weakMap = new WeakHashMap<>();

        Object weakKey = new Object();

        weakMap.put(weakKey, "Weak Reference");

        // Remove strong references

        strongKey = null;

        weakKey = null;

        // Suggest GC

        System.gc();

        // Wait a bit for GC to run

        try { Thread.sleep(1000); } catch (InterruptedException e) {}

        System.out.println("StrongMap: " + strongMap);

        System.out.println("WeakMap: " + weakMap);

    }

}  
  
ouptput :  
StrongMap: {java.lang.Object@1b6d3586=Strong Reference}

WeakMap: {}

* The strongMap still holds the object.
* The weakMap entry is **gone** because the key was weakly referenced and GC collected it

**When to Use WeakHashMap or WeakReference?**

* **Caches**: You want to store data temporarily and allow GC to clean it up when memory is low.
* **Listeners or Callbacks**: Avoid memory leaks by not preventing GC of unused objects.

--------------------------------------------------------------------------------------------------------  
[3] **Close Resources Properly**

**Problem**: Open streams/sockets hold memory.

**Best Practice**: Use try-with-resources.

try (BufferedReader reader = new BufferedReader(new FileReader("file.txt"))) {

    String line = reader.readLine();

} // reader is auto-closed  
  
[4] **Avoid Static References to Large Objects**

**Problem**: Static fields live for the lifetime of the app.

**Best Practice**: Don’t store large objects statically.

// Bad

public static List bigList = new ArrayList<>();

// Better

public List getList() {

    return new ArrayList<>();

}  
  
[5] **Use Profiling Tools**

**Best Practice**: Use tools like **VisualVM**, **JProfiler**, or **Eclipse MAT** to detect memory leaks.

[6] **Be Careful with Inner Classes**

**Problem**: Non-static inner classes hold reference to outer class.

**Best Practice**: Use static inner classes when possible.

// Bad

class Outer {

    class Inner {

        // Holds reference to Outer

    }

}

// Good

class Outer {

    static class Inner {

        // No reference to Outer

    }

}

How do we implement security in spring boot application?

Implementing **security in a Spring Boot application** typically involves using **Spring Security**, a powerful and customizable authentication and access-control framework  
  
**Key Components of Spring Security**

1. **Authentication** – Verifying who the user is.
2. **Authorization** – Determining what the user is allowed to do.
3. **Password Encoding** – Storing passwords securely.
4. **Role-Based Access Control (RBAC)** – Restricting access based on user roles.
5. **JWT (JSON Web Token)** – For stateless authentication in REST APIs.  
     
   In Java (and specifically in Spring Boot), a **stateless REST API** means that the server does **not store any client session information** between requests. Each request from the client must contain **all the information** needed for the server to process it.

**Basic Steps to Implement Security**

**1. Add Spring Security Dependency**

In pom.xml:  
  
<dependency>

<groupId>org.springframework.boot</groupId>

<artifactId>spring-boot-starter-security</artifactId>

</dependency>  
---------------------------------------------------------------------------  
2.**Create a Security Configuration Class**

@EnableWebSecurity

public class SecurityConfig extends WebSecurityConfigurerAdapter {

@Override

    protected void configure(HttpSecurity http) throws Exception {

        http

            .authorizeRequests()

            .antMatchers("/public/\*\*").permitAll() // No auth needed

            .antMatchers("/admin/\*\*").hasRole("ADMIN") // Role-based access

            .anyRequest().authenticated()

            .and()

            .httpBasic(); // or .formLogin() for web apps

    }  
@Override

    protected void configure(AuthenticationManagerBuilder auth) throws Exception {

        auth.inMemoryAuthentication()

            .withUser("user").password(passwordEncoder().encode("password")).roles("USER")

            .and()

            .withUser("admin").password(passwordEncoder().encode("admin")).roles("ADMIN");

    }

    @Bean

    public PasswordEncoder passwordEncoder() {

        return new BCryptPasswordEncoder();

    }

* }  
    
  Explanation of Code:  
  **[1]@EnableWebSecurity:** Enables Spring Security’s web security support.
* **WebSecurityConfigurerAdapter:** A base class that allows you to customize Spring Security by overriding methods like configure(HttpSecurity) and configure(AuthenticationManagerBuilder).  
    
  In Spring Security 6+, WebSecurityConfigurerAdapter is deprecated. You should use SecurityFilterChain beans instead.
* **http.authorizeRequests():** Starts defining access rules for HTTP endpoints.
* **.antMatchers("/public/\*\*").permitAll**(): Allows unrestricted access to any endpoint under /public/.
* **.antMatchers("/admin/\*\*").hasRole("ADMIN"):** Restricts access to /admin/\*\* endpoints to users with the ADMIN role.
* .**anyRequest().authenticated():** All other endpoints require authentication.
* **.httpBasic():** Enables basic authentication (username/password via HTTP headers). You could replace this with .formLogin() for form-based login in web apps.
* **auth.inMemoryAuthentication():** Defines users in memory (not from a database).
* **.withUser("user")...roles("USER"):** Adds a user with username "user", password "password" (encoded), and role "USER".
* **.withUser("admin")...roles("ADMIN"):** Adds an admin user with role "ADMIN".
* @Bean: Registers this method as a Spring bean.
* BCryptPasswordEncoder: A secure password hashing algorithm used to encode passwords.

Spring Security requires passwords to be encoded. This bean ensures that the passwords used in inMemoryAuthentication() are properly hashed.

**What Does inMemoryAuthentication() Mean?**

It tells Spring Security to **store user credentials in memory** (RAM) while the application is running. This is useful for:

* **Testing or prototyping** applications
* **Simple apps** that don’t need persistent user storage
* Avoiding the need for a database or external identity provide
* **How It Works**
* Creates a user named "user" with a password and role "USER"
* Stores this user in an internal memory structure (like a map or list)
* Uses this data to authenticate incoming requests

---------------------------------------------------------------------------------  
[3]**Use JWT for REST APIs (Optional but Recommended)**

* Generate JWT on login.
* Validate JWT on each request.
* Use filters to intercept and validate tokens.

**🛡️ Additional Security Features**

* **CSRF Protection** (enabled by default for web apps).
* **CORS Configuration** for cross-origin requests.
* **OAuth2/OpenID Connect** for third-party login (Google, GitHub, etc.).
* **Method-Level Security** using @PreAuthorize, @Secured.

Here’s a simple example of **method-level security** in a Spring Boot application using @PreAuthorize and @Secured.  
[1]Adding dependency in pom.xml

<dependency>

    <groupId>org.springframework.boot</groupId>

    <artifactId>spring-boot-starter-security</artifactId>

</dependency>

**Step 2: Enable Method Security**

In your main application class or a configuration class, add:

@EnableMethodSecurity  // For Spring Security 6+

@Configuration

public class SecurityConfig {

    // You can define custom security rules here if needed

}

[3] **step 3: Use Security Annotations on Methods**

You can now annotate service or controller methods with:

**🔹 @PreAuthorize**

Checks before method execution.

@PreAuthorize("hasRole('ADMIN')")

public void deleteUser(Long userId) {

    // Only ADMIN can delete users

}

**@PostAuthorize**

Checks after method execution.

@PostAuthorize("returnObject.owner == authentication.name")

public Document getDocument(Long id) {

    // Only the owner can access the document

}

[5]**@Secured**

Simpler role-based access.

@Secured("ROLE\_USER")

public void viewProfile() {

    // Only users with ROLE\_USER can view

}

**Step 4: Configure Authentication**

You’ll need to configure users and roles either in-memory, via a database, or using an external provider (like OAuth2, LDAP, etc.).

@Bean

public UserDetailsService userDetailsService() {

    UserDetails user = User.withDefaultPasswordEncoder()

        .username("admin")

        .password("password")

        .roles("ADMIN")

        .build();

    return new InMemoryUserDetailsManager(user);

}

**how to implement jwt token security in spring boot application?**

To implement JWT (JSON Web Token) security in a Spring Boot application, you typically follow these steps:  
  
**Step 1: Add Dependencies**

* In your pom.xml (for Maven):(these does not come under spring boot starter security)  
    
  **Purpose**: Adds the **JJWT** library, which helps in creating and parsing JWT tokens.

<dependency>

    <groupId>io.jsonwebtoken</groupId>

    <artifactId>jjwt</artifactId>

    <version>0.9.1</version>

</dependency>

<dependency>

    <groupId>org.springframework.boot</groupId>

    <artifactId>spring-boot-starter-security</artifactId>

</dependency>

<dependency>

    <groupId>org.springframework.boot</groupId>

    <artifactId>spring-boot-starter-web</artifactId>

</dependency>

**Step 2: Create JWT Utility Class**

This class handles token creation and validation.

public class JwtUtil {

    private final String SECRET\_KEY = "your\_secret\_key";

    public String generateToken(UserDetails userDetails) {

        return Jwts.builder()

            .setSubject(userDetails.getUsername())

            .setIssuedAt(new Date())

            .setExpiration(new Date(System.currentTimeMillis() + 1000 \* 60 \* 60 \* 10)) // 10 hours

            .signWith(SignatureAlgorithm.HS256, SECRET\_KEY)

            .compact();

    }

    public String extractUsername(String token) {

        return Jwts.parser()

            .setSigningKey(SECRET\_KEY)

            .parseClaimsJws(token)

            .getBody()

            .getSubject();

    }

    public boolean validateToken(String token, UserDetails userDetails) {

        final String username = extractUsername(token);

        return (username.equals(userDetails.getUsername()) && !isTokenExpired(token));

    }

    private boolean isTokenExpired(String token) {

        Date expiration = Jwts.parser()

            .setSigningKey(SECRET\_KEY)

            .parseClaimsJws(token)

            .getBody()

            .getExpiration();

        return expiration.before(new Date());

    }

* }  
    
    
  Explanation of code :  
  [1] private final String SECRET\_KEY = "your\_secret\_key"; 🡪
* This is the **secret** used to sign the JWT. Keep this secure and never expose it publicly.  
  [2] generateToken() ->
* Jwts.builder(): Starts building a JWT.
* .setSubject(username): Sets the subject (usually the username).
* .setIssuedAt(new Date()): Sets the current time as the issue time.
* .setExpiration(...): Sets the token to expire in 10 hours.
* .signWith(...): Signs the token using HMAC SHA-256 and the secret key.
* .compact(): Finalizes and returns the token as a string.  
    
  [3] extractUsername() ->
* Parses the token using the secret key.
* Extracts the **subject** (username) from the token body.  
    
  [4] validateToken()->
* Checks if the username in the token matches the expected username.
* Also checks if the token is **not expired**.

[5] isTokenExpired

* Extracts the expiration date from the token.
* Compares it with the current date to check if it's expired.

✅ **Summary**: This utility class helps you:

* Create JWT tokens with a username and expiration.
* Extract the username from a token.
* Validate tokens by checking username and expiration.

**Step 3: Create JWT Filter**

Intercept requests and validate JWT.

public class JwtRequestFilter extends OncePerRequestFilter {

    @Autowired

    private JwtUtil jwtUtil;

    @Autowired

    private UserDetailsService userDetailsService;

    @Override

    protected void doFilterInternal(HttpServletRequest request, HttpServletResponse response, FilterChain chain)

        throws ServletException, IOException {

        final String authHeader = request.getHeader("Authorization");

        String username = null;

        String jwt = null;

        if (authHeader != null && authHeader.startsWith("Bearer ")) {

            jwt = authHeader.substring(7);

            username = jwtUtil.extractUsername(jwt);

        }

if (username != null && SecurityContextHolder.getContext().getAuthentication() == null) {

    var userDetails = userDetailsService.loadUserByUsername(username);

    if (jwtUtil.validateToken(jwt, userDetails.getUsername())) {

        var authToken = new UsernamePasswordAuthenticationToken(

                userDetails, null, userDetails.getAuthorities());

        authToken.setDetails(new WebAuthenticationDetailsSource().buildDetails(request));

        SecurityContextHolder.getContext().setAuthentication(authToken);

    }

}

        chain.doFilter(request, response);

    }

* }  
    
  Explanation of code :
* OncePerRequestFilter: Ensures the filter runs **once per request**.
* HttpServletRequest and HttpServletResponse: Represent the incoming request and outgoing response.
* SecurityContextHolder: Holds the security context (authentication info).
* UsernamePasswordAuthenticationToken: Represents the authenticated user.
* WebAuthenticationDetailsSource: Adds request-specific details to the authentication object.
* @Component: Makes this filter a Spring-managed bean.
* Code Explanation:  
  [1]@Autowired private JwtUtil jwtUtil; @Autowired private MyUserDetailsService:
* Injects the JwtUtil class to handle token parsing and validation.
* Injects MyUserDetailsService to load user details from the username in the token.

[2]doFilterInternal() 🡪

* This method is called for every request.
* FilterChain lets the request continue to the next filter or controller.
* [3]authHeader ->
* Gets the Authorization header.
* Checks if it starts with "Bearer " (standard JWT format).
* Extracts the token and gets the username from it.  
    
  [4] **Validate and Set Authentication**
* Checks if username is present and no authentication is already set.
* Loads user details from the database or hardcoded source.
* Validates the token.
* Creates an authentication token and sets it in the security context.

### [5] **Continue Filter Chain: chain.doFilter(request, response);**

* Passes the request to the next filter or controller.  
    
   **Summary**: This filter:
* Runs on every request.
* Extracts and validates JWT from the header.
* Sets the authenticated user in the Spring Security context.

**Step 4: Configure Security**

@Configuration

@EnableMethodSecurity

public class SecurityConfig {

    @Autowired

    private JwtRequestFilter jwtRequestFilter;

    @Bean

    public SecurityFilterChain filterChain(HttpSecurity http) throws Exception {

        http.csrf().disable()

            .authorizeHttpRequests(auth -> auth

                .requestMatchers("/authenticate").permitAll()

                .anyRequest().authenticated()

            )

            .sessionManagement(sess -> sess.sessionCreationPolicy(SessionCreationPolicy.STATELESS));

        http.addFilterBefore(jwtRequestFilter, UsernamePasswordAuthenticationFilter.class);

        return http.build();

    }

}  
  
Explanation of code :  
This step sets up Spring Security to:

* Allow unauthenticated access to /authenticate
* Require JWT authentication for all other endpoints
* Register the JWT filter in the security chain

[1] filterChain(HttpSecurity http) ->

* http.csrf().disable(): Disables CSRF protection (not needed for stateless REST APIs).
* .authorizeHttpRequests(): Starts defining access rules.
* .requestMatchers("/authenticate").permitAll(): Allows unauthenticated access to /authenticate.
* .anyRequest().authenticated(): Requires authentication for all other endpoints.
* .sessionManagement().sessionCreationPolicy(SessionCreationPolicy.STATELESS): Disables session creation; JWT is stateless.
* http.addFilterBefore(...): Adds our JWT filter **before** Spring’s built-in authentication filter.
* return http.build();: Builds and returns the security filter chain.

[2] authenticationManager(AuthenticationConfiguration config)->

* Exposes the AuthenticationManager as a Spring bean.
* Required for authenticating users in the login controller.

[3] **Summary**: This configuration:

* Disables sessions and CSRF
* Allows login via /authenticate
* Secures all other endpoints

Registers the JWT filter  
  
  
**Step 5: Create Authentication Endpoint  
code :**@RestController

public class AuthController {

@Autowired

private AuthenticationManager authenticationManager;

@Autowired

private JwtUtil jwtUtil;

@PostMapping("/authenticate")

public String createToken(@RequestBody AuthRequest authRequest) throws Exception {

    authenticationManager.authenticate(

            new UsernamePasswordAuthenticationToken(authRequest.getUsername(), authRequest.getPassword())

    );

    return jwtUtil.generateToken(authRequest.getUsername());

}

**🔍 Line-by-line:**

* @PostMapping("/authenticate"): Maps this method to POST requests at /authenticate.
* @RequestBody AuthRequest authRequest: Accepts a JSON body with username and password.
* authenticationManager.authenticate(...): Authenticates the user using Spring Security.
* If successful, jwtUtil.generateToken(...) creates a JWT token for the user.

The token is returned as a plain string (you can wrap it in a JSON object if preferred).  
  
**AuthRequest.java (DTO )**public class AuthRequest {

    private String username;

    private String password;

    // Getters and setters

}

**🔍 Explanation:**

* A simple POJO (Plain Old Java Object) to hold login credentials.
* Used to map the incoming JSON request body.

✅ **Summary**: This controller:

* Accepts login credentials via /authenticate
* Authenticates the user
* Returns a JWT token if credentials are valid

* Microservices Architecture :  
  A screenshot of a computer program

  AI-generated content may be incorrect.  
    
  A close-up of a diagram

  AI-generated content may be incorrect.  
    
  DESIGN PATTEN IN MICROSERVICES:  
    
  Refer link :   
  [Microservices\_Eventdriven\_Architecture.pptx](https://capgemini-my.sharepoint.com/:p:/p/tamilselvi_j/EZxAt27RHI1LvJ4-UxMBBWwBKHbsNauFZoFL-n-AjU7eEw?wdOrigin=TEAMS-MAGLEV.undefined_ns.rwc&wdExp=TEAMS-TREATMENT&wdhostclicktime=1756972780027&web=1)  
    
  GATEWAY API DESIGN PATTERN :   
    
  A **Gateway API** (often called an API Gateway) acts as a single entry point for all client requests to a microservices-based system.  
    
  1. Core Components :  
  **API Gateway Service**: A standalone service that receives all client requests.
* **Routing Logic**: Determines which microservice(s) should handle the request.
* **Authentication & Authorization**: Validates tokens or credentials before forwarding requests.
* **Rate Limiting & Throttling**: Controls traffic to prevent overload.
* **Caching**: Stores frequent responses to reduce load.
* **Request Aggregation**: Combines responses from multiple microservices into one.
* **Protocol Translation**: Converts between protocols (e.g., HTTP to gRPC).  
    
  **Use Cases of Gateway API Pattern**
* **✅ 1. Simplified Client Communication**
* Clients interact with a single endpoint rather than multiple microservices. This reduces complexity and improves maintainability.
* **✅ 2. Security Enforcement**
* Centralized authentication and authorization logic ensures consistent security across services.
* **✅ 3. Request Aggregation**
* Useful when a client needs data from multiple microservices. The gateway can fetch and combine the data before sending it back.
* **✅ 4. Protocol Bridging**
* Allows clients to use HTTP while backend services use gRPC, WebSockets, etc.
* **✅ 5. Load Balancing & Failover**
* Distributes requests across instances and handles retries or fallbacks.
* **✅ 6. Canary Releases & A/B Testing**
* Routes a percentage of traffic to new versions of services for testing.

**Example Scenario**

Imagine an **e-commerce platform** with microservices like:

* Product Service
* User Service
* Order Service
* Review Service

Instead of the mobile app calling each service directly, it sends requests to the **API Gateway**, which:

* Authenticates the user
* Routes the request to the correct service
* Aggregates product + review data
* Returns a unified response

Here's a simple example of how to implement a **Spring Cloud Gateway** in a microservices architecture.  
  
**Project Structure**

Assume you have:

* gateway-service (Spring Cloud Gateway)
* user-service (Microservice)
* order-service (Microservice)
* **1. Add Dependencies (Maven)**
* <dependencies>
* <dependency>
* <groupId>org.springframework.cloud</groupId>
* <artifactId>spring-cloud-starter-gateway</artifactId>
* </dependency>
* <dependency>
* <groupId>org.springframework.cloud</groupId>
* <artifactId>spring-cloud-starter-netflix-eureka-client</artifactId>
* </dependency>
* </dependencies>

2. Configure application.yml  
server:

  port: 8080

spring:

  application:

    name: gateway-service

  cloud:

    gateway:

      routes:

        - id: user-service

          uri: lb://user-service

          predicates:

            - Path=/users/\*\*

        - id: order-service

          uri: lb://order-service

          predicates:

* - Path=/orders/\*\*  
    
  Explanation of Code :  
  **Defines routes** for the Gateway to forward requests.
* id: A unique identifier for each route.
* uri: lb://user-service means it uses **load-balanced routing** via a service registry like **Eureka**.
* predicates: Conditions to match incoming requests. Here, it matches paths like /users/\*\* and /orders/\*\*.

3. **Enable Eureka Client**

In GatewayApplication.java:

@SpringBootApplication

@EnableEurekaClient

public class GatewayApplication {

    public static void main(String[] args) {

        SpringApplication.run(GatewayApplication.class, args);

    }

}

4. **4. Sample Routing**

* Request to http://localhost:8080/users/123 → routed to user-service
* Request to http://localhost:8080/orders/456 → routed to order-service

**What is Eureka Service Registry?**

**Eureka** is a **service discovery** tool from Netflix, commonly used in Spring Cloud microservices architecture. It helps microservices **register themselves** and **discover each other** without hardcoding URLs.

**🔄 Key Roles of Eureka:**

1. **Service Registration**: Each microservice registers itself with Eureka when it starts.
2. **Service Discovery**: Other services (or the API Gateway) can query Eureka to find the location (IP/port) of a registered service.
3. **Load Balancing**: Eureka works with Ribbon or Spring Cloud LoadBalancer to distribute requests across multiple instances.
4. **Health Checks**: Eureka periodically checks if services are alive and removes unhealthy ones.

**Why Use @EnableEurekaClient in the Gateway or Microservice?**

The annotation @EnableEurekaClient tells Spring Boot that this application should:

* **Register itself** with the Eureka server
* **Fetch service registry** to discover other services

**📌 In the Gateway:**

* It needs to discover backend services like user-service, order-service, etc.
* So it must be a Eureka client to use lb://service-name URIs in application.yml.

**📌 In Microservices:**

* They register themselves with Eureka so the gateway (or other services) can find them.

**Example Flow**

1. user-service starts → registers with Eureka
2. order-service starts → registers with Eureka
3. gateway-service starts → registers with Eureka and fetches registry
4. Client sends request to gateway-service
5. Gateway uses Eureka to route request to user-service or order-service

CQRS DESIGN PATTERN :   
The **CQRS (Command Query Responsibility Segregation)** design pattern is a powerful architectural approach used in microservices to separate **read** and **write** operations.  
  
CQRS separates the **command side** (write operations like create, update, delete) from the **query side** (read operations like fetch or search). This allows each side to be optimized independently.  
  
A screenshot of a computer

AI-generated content may be incorrect.  
  
**CQRS in Product Order Service**

**🧩 Microservices Involved**

* **Product Service**
* **Order Service**
* **Query Service** (for read operations)
* **Command Service** (for write operations)
* **Event Store / Message Broker** (e.g., Kafka, RabbitMQ)

**Implementation Flow**

**✅ 1. Command Side (Write)**

* Client sends a **CreateOrderCommand** to the **Command Service**.
* Command Service validates and processes the request.
* It emits an **OrderCreatedEvent** to a message broker.
* The **Order Service** listens to this event and updates its database.

**🔍 2. Query Side (Read)**

* Client sends a **GetOrderQuery** to the **Query Service**.
* Query Service reads from a **read-optimized database** (e.g., denormalized view).
* Returns the result quickly without affecting write performance.
* **Example: Place Order**
* Client → Command API → CreateOrderCommand → Kafka → Order Service → Write DB
* **Example: Get Order Details**
* Client → Query API → GetOrderQuery → Read DB → Response  
    
  **Benefits of CQRS**
* **Scalability**: Read and write workloads scale independently.
* **Performance**: Read models can be optimized for fast queries.
* **Flexibility**: Different data models for read/write.
* **Event Sourcing Compatibility**: Works well with event-driven systems

**What is Event Sourcing in CQRS?**

**Event Sourcing** is a pattern where **state changes are stored as a sequence of events**, rather than just storing the current state in a database.

A screenshot of a white screen

AI-generated content may be incorrect.  
  
**Example in Product Order Service**

**🧱 Events:**

* ProductCreatedEvent
* OrderPlacedEvent
* OrderCancelledEvent

**🧱 Commands:**

* CreateProductCommand
* PlaceOrderCommand
* CancelOrderCommand

**🧱 State:**

* Rebuilt by replaying events from the **event store**.

**Spring Boot CQRS Code Structure (Simplified) Integrated with Kafka :  
Architecture Overview**

**🔁** Flow:

1. Command API receives a request to place an order.
2. It creates a PlaceOrderCommand and processes it.
3. An OrderPlacedEvent is generated and:
   * Stored in an Event Store
   * Published to Kafka
4. A Query Service listens to Kafka and updates a read model (e.g., MongoDB).
5. Clients query the Query API for order details.  
     
   **Key Components**

**1. Command: PlaceOrderCommand.java**

Code :  
public class PlaceOrderCommand {

    private String orderId;

    private String productId;

    private int quantity;

    // Getters and setters

}

**2. Event: OrderPlacedEvent.java**public class OrderPlacedEvent {

    private String orderId;

    private String productId;

    private int quantity;

    // Constructor, getters, setters

}

3. **Event Store with Kafka Integration**

@Component

public class EventStore {

private final List<Object> events = new ArrayList<>();

@Autowired

private KafkaTemplate<String, Object> kafkaTemplate;

private final String topicName = "order-events";

public void save(Object event) {

events.add(event); // Store locally

kafkaTemplate.send(topicName, event); // Publish to Kafka

}

public List<Object> getEvents() {

return events;

}

}

* 1. **Command Handler**

@Service

public class OrderCommandHandler {

    @Autowired

    private EventStore eventStore;

    public void handle(PlaceOrderCommand command) {

        OrderPlacedEvent event = new OrderPlacedEvent(

            command.getOrderId(),

            command.getProductId(),

            command.getQuantity()

        );

        eventStore.save(event);

    }

}

* 1. **Kafka Consumer in Query Service**

@Service

public class OrderEventListener {

    @KafkaListener(topics = "order-events", groupId = "order-query-group")

    public void consume(OrderPlacedEvent event) {

        // Update read model (e.g., MongoDB)

        System.out.println("Received event: " + event.getOrderId());

        // Save to read DB

    }

}

* 1. **Kafka Configuration (application.yml)**

spring:

  kafka:

    bootstrap-servers: localhost:9092

    consumer:

      group-id: order-query-group

      key-deserializer: org.apache.kafka.common.serialization.StringDeserializer

      value-deserializer: org.springframework.kafka.support.serializer.JsonDeserializer

      properties:

        spring.json.trusted.packages: '\*'

    producer:

      key-serializer: org.apache.kafka.common.serialization.StringSerializer

      value-serializer: org.springframework.kafka.support.serializer.JsonSerializer

**Benefits of This Setup**

* **Scalable**: Read and write sides scale independently.
* **Auditable**: Full history of events.
* **Decoupled**: Services communicate via Kafka.
* **Flexible**: Read models can be optimized for queries.

**What is a Messaging Queue in Kafka?**

Kafka is not a traditional messaging queue like RabbitMQ or ActiveMQ. Instead, it's a **distributed event streaming platform** that behaves like a **log-based message broker**.

**🔁 Messaging Queue vs Kafka**

| **Feature** | **Traditional Queue (e.g., RabbitMQ)** | **Kafka** |
| --- | --- | --- |
| Message Model | Queue (FIFO) | Log (append-only) |
| Message Retention | Deleted after consumption | Retained for configured time |
| Consumer Model | Message removed after read | Consumers track their own offset |
| Scalability | Limited | Highly scalable and distributed |
| Replay Capability | No | Yes (replay from offset) |

**🔄 Kafka in CQRS + Event Sourcing**

In our example:

**✅ Kafka as a Message Queue**

* **Producer**: The EventStore publishes events like OrderPlacedEvent to a Kafka topic (order-events).
* **Topic**: Acts like a queue where events are stored in order.
* **Consumer**: The **Query Service** listens to the topic and updates the read model.

**✅ Kafka as an Event Log**

* Events are **not deleted** after consumption.
* Consumers can **replay events** by resetting their offset.
* This supports **event sourcing**, where the system state is rebuilt by replaying events.

**🧠 Why Kafka is Ideal for CQRS + Event Sourcing**

* **Durability**: Events are persisted.
* **Replayability**: You can rebuild read models anytime.
* **Decoupling**: Producers and consumers are independent.
* **Scalability**: Handles high throughput and distributed systems.

A diagram of a service

AI-generated content may be incorrect.

**SAGA DESIGN PATTERN :**The **Saga Design Pattern** is a crucial concept in **microservices architecture** for managing **distributed transactions**. Since traditional ACID transactions don't work well across microservices, Saga provides a way to ensure data consistency using a sequence of **local transactions** and **compensating actions**.

In the context of **microservices architecture**, **ACID transactions** refer to operations that follow the **ACID properties** — **Atomicity, Consistency, Isolation, and Durability** — to ensure reliable processing of data. However, implementing ACID transactions across microservices is **challenging** due to their **distributed nature**.

Let’s break this down:

**🔍 What Are ACID Properties?**

1. **Atomicity**: All steps in a transaction succeed or none do.
2. **Consistency**: The system moves from one valid state to another.
3. **Isolation**: Concurrent transactions do not interfere with each other.
4. **Durability**: Once a transaction is committed, it remains so even in case of failures.

**🧩 ACID in Microservices: Why It's Hard**

Microservices are typically:

* **Distributed across different databases**
* **Loosely coupled**
* **Independently deployable**

This makes **traditional ACID transactions** (like those in monolithic systems using a single relational database) difficult to implement across services.

**✅ How ACID Is Achieved in Microservices**

Instead of strict ACID, microservices often use **eventual consistency** and **patterns** like:

**1. Saga Pattern**

* Breaks a transaction into a series of **local transactions**.
* Each service performs its part and publishes an event.
* If something fails, **compensating transactions** are triggered to undo previous steps.

**Types of Saga Design Pattern**

There are two main types:

**1. Choreography-Based Saga**

* **No central coordinator**.
* Services communicate via **events**.
* Each service listens for events and performs its transaction, then publishes the next event.

**Use Case**: Lightweight, loosely coupled systems where services can react to events independently.

A close-up of a diagram

AI-generated content may be incorrect.  
  
2. **2. Orchestration-Based Saga**

* A **central orchestrator** controls the saga.
* It sends commands to services and listens for replies.
* Easier to manage and debug.

**Use Case**: Complex workflows where centralized control is preferred.  
 A diagram of a process

AI-generated content may be incorrect.

**Example: Spring Boot Implementation**

Let’s walk through both types with a simple **Order Service** scenario:

* **Order Service** creates an order.
* **Payment Service** processes payment.
* **Inventory Service** reserves items.

**Choreography-Based Saga (Spring Boot + Kafka)**

**[1]Order Service publishes OrderCreatedEvent:**public void createOrder(Order order) {

    orderRepository.save(order);

    kafkaTemplate.send("order-events", new OrderCreatedEvent(order.getId()));

}

[2] **Payment Service listens and publishes PaymentCompletedEvent**

@KafkaListener(topics = "order-events")

public void handleOrderCreated(OrderCreatedEvent event) {

    // process payment

    kafkaTemplate.send("payment-events", new PaymentCompletedEvent(event.getOrderId()));

}  
  
**Inventory Service listens and reserves items**

@KafkaListener(topics = "payment-events")

public void handlePaymentCompleted(PaymentCompletedEvent event) {

    // reserve inventory

    kafkaTemplate.send("inventory-events", new InventoryReservedEvent(event.getOrderId()));

}

**Orchestration-Based Saga (Spring Boot + Camunda or Custom Orchestrator)**

**1. Saga Orchestrator initiates the saga**

public void startSaga(Order order) {

    orderService.createOrder(order);

    paymentService.processPayment(order.getId());

}  
  
**2. Orchestrator handles responses and calls next service**public void handlePaymentResponse(PaymentResponse response) {

    if (response.isSuccess()) {

        inventoryService.reserveItems(response.getOrderId());

    } else {

        orderService.cancelOrder(response.getOrderId());

}

}

**Compensation Logic**

Each service should implement a rollback method:

**Java**

public void cancelOrder(Long orderId) {

Order order = orderRepository.findById(orderId).orElseThrow();

order.setStatus("CANCELLED");

orderRepository.save(order);

}

| **Type** | **Communication** | **Complexity** | **Use Case** |
| --- | --- | --- | --- |
| Choreography | Event-driven | Low | Simple workflows |
| Orchestration | Central control | High | Complex workflows |

----------------------------------------------------------------------------------------------  
**Service Registry Pattern :**In a microservices architecture, services often need to discover and communicate with each other dynamically. A **Service Registry** acts as a **central directory** where services register themselves and discover other services.  
  
**Benefits:**

* **Dynamic discovery**: Services can find each other without hardcoding URLs.
* **Load balancing**: Registry can integrate with load balancers.
* **Fault tolerance**: Helps reroute traffic if a service goes down.
* **Scalability**: Easily add/remove services.

**Common Tools for Service Registry**

* **Eureka** (from Netflix) – most popular with Spring Boot.
* **Consul** – by HashiCorp.
* **Zookeeper** – often used with Kafka.
* **Implementing Service Registry in Spring Boot using Eureka**
* **1. Set up Eureka Server**

Add dependencies in pom.xml :  
<dependency>

    <groupId>org.springframework.cloud</groupId>

    <artifactId>spring-cloud-starter-netflix-eureka-server</artifactId>

</dependency>

2. Enable Eureka Server in your main class:  
  
@SpringBootApplication

@EnableEurekaServer

public class EurekaServerApplication {

    public static void main(String[] args) {

        SpringApplication.run(EurekaServerApplication.class, args);

    }

}

3. In application.yml or application.properties:  
server:

  port: 8761

eureka:

  client:

    register-with-eureka: false

    fetch-registry: false

**register-with-eureka: false**

This tells the Eureka Server **not to register itself** with another Eureka instance.

* ✅ **Why?** Because it's the **main registry**—it doesn't need to register with another server.
* 🔄 If you had a **cluster of Eureka servers**, you might set this to true so they can replicate data between each other.

**🔍 fetch-registry: false**

This tells the Eureka Server **not to fetch the registry** from another Eureka instance.

* ✅ **Why?** Again, it's the **source of truth** for service registrations.
* 🔄 In a **peer-aware setup** (multiple Eureka servers), you might set this to true to enable syncing between them.
* **2. Create a Microservice and Register with Eureka**
* Add Eureka client dependency:

<dependency>

    <groupId>org.springframework.cloud</groupId>

    <artifactId>spring-cloud-starter-netflix-eureka-client</artifactId>

</dependency>

Enable Eureka Client:  
  
@SpringBootApplication

@EnableEurekaClient

public class ProductServiceApplication {

    public static void main(String[] args) {

        SpringApplication.run(ProductServiceApplication.class, args);

    }

}  
  
In application.yml:  
  
server:

  port: 8081

spring:

  application:

    name: product-service

eureka:

  client:

    service-url:

      defaultZone: http://localhost:8761/eureka/  
  
**3. Service Discovery Using RestTemplate or Feign**

**Using RestTemplate:**

@Autowired

private RestTemplate restTemplate;

public String getOrderDetails() {

    return restTemplate.getForObject("http://order-service/orders", String.class);

}

**Make sure to annotate RestTemplate with @LoadBalanced:**@Bean

@LoadBalanced

public RestTemplate restTemplate() {

    return new RestTemplate();

}  
  
**How Eureka Service Discovery Works**

1. Service Registration

Each microservice (e.g., order-service, product-service) registers itself with the Eureka Server when it starts up.

In its application.yml:

spring:

  application:

    name: order-service

eureka:

  client:

    service-url:

      defaultZone: http://localhost:8761/eureka/  
  
This means:

* The service will **send a heartbeat** to http://localhost:8761/eureka/ to register itself.
* It uses the spring.application.name (order-service) as its **service ID**.
* **2. Service Discovery**
* When another service (e.g., product-service) wants to call order-service, it doesn't need the actual IP or port. Instead, it uses the **logical name**:

restTemplate.getForObject("http://order-service/orders", String.class);

This works because:

* RestTemplate is annotated with @LoadBalanced, which enables **client-side load balancing** using **Ribbon** (or Spring Cloud LoadBalancer).
* Eureka provides a list of instances for order-service.
* Ribbon picks one instance and resolves the actual IP and port.

**3. Behind the Scenes**

Here's what happens step-by-step:

1. product-service starts and registers with Eureka.
2. It also **fetches the registry** from Eureka (list of all services).
3. When RestTemplate calls http://order-service/orders, it:
   * Looks up order-service in the registry.
   * Gets the actual IP and port (e.g., http://localhost:8082).
   * Makes the HTTP call.

---------------------------------------------------------------------------------------------------------  
**Circuit breaker pattern its usage and how it is implemented in microservices**  
  
The **Circuit Breaker Pattern** is a crucial design pattern in **microservices architecture** that helps improve system resilience and fault tolerance. Here's a breakdown of its **usage**, **benefits**, and **implementation**:  
  
**What is the Circuit Breaker Pattern?**

It’s inspired by electrical circuit breakers. In software systems, it prevents a service from repeatedly trying to execute an operation that's likely to fail—especially when a downstream service is unavailable or slow.

**Why Use It in Microservices?**

Microservices often depend on other services. If one service fails or becomes slow, it can cause cascading failures. The circuit breaker pattern helps by:

* **Preventing resource exhaustion** (e.g., thread pools, memory)
* **Failing fast** instead of waiting for timeouts
* **Allowing recovery** by retrying after a cooldown period
* **Improving system stability and responsiveness**

**States of a Circuit Breaker**

1. **Closed**: Requests flow normally. If failures exceed a threshold, it transitions to **Open**.
2. **Open**: Requests are blocked immediately. After a timeout, it transitions to **Half-Open**.
3. **Half-Open**: A limited number of requests are allowed. If they succeed, it goes back to **Closed**; if they fail, it returns to **Open**.

**Example with Resilience4j (Spring Boot)**@Bean

public CircuitBreakerRegistry circuitBreakerRegistry() {

    return CircuitBreakerRegistry.ofDefaults();

}

@CircuitBreaker(name = "myService", fallbackMethod = "fallbackMethod")

public String callExternalService() {

    // Call to external microservice

}

public String fallbackMethod(Throwable t) {

    return "Fallback response";

#### } **3. Configuration Options**

* Failure rate threshold
* Wait duration in open state
* Permitted calls in half-open state
* Timeout duration

**Monitoring and Metrics**

Integrate with tools like:

* **Prometheus + Grafana**
* **Spring Boot Actuator**
* **ELK Stack**

------------------------------------------------------------------------------------------------------------  
 **complete example** of how to implement the **Circuit Breaker Pattern** in a **Spring Boot application** using **Resilience4j** and **Spring Boot Actuator** for monitoring.  
**Step-by-Step Implementation**

**1. Add Dependencies**

In your pom.xml:

<dependencies>

    <!-- Spring Boot Starter Web -->

    <dependency>

        <groupId>org.springframework.boot</groupId>

        <artifactId>spring-boot-starter-web</artifactId>

    </dependency>

    <!-- Resilience4j Circuit Breaker -->

    <dependency>

        <groupId>io.github.resilience4j</groupId>

        <artifactId>resilience4j-spring-boot2</artifactId>

    </dependency>

    <!-- Spring Boot Actuator -->

    <dependency>

        <groupId>org.springframework.boot</groupId>

        <artifactId>spring-boot-starter-actuator</artifactId>

    </dependency>

</dependencies>  
  
---------------------------------------------------------------------------------------------------------  
**2. Create a Service with Circuit Breaker**

@CircuitBreaker(name = "externalService", fallbackMethod = "fallbackResponse")

public String callExternalService() {

    // This might fail due to network issues, timeouts, etc.

    return restTemplate.getForObject("http://some-service/api", String.class);

}

public String fallbackResponse(Throwable t) {

    // This gets called when the above method fails or circuit is open

    return "Service is currently unavailable. Please try again later.";

}  
  
**Explanation:**

* @CircuitBreaker(name = "externalServiceCB"): Tells Resilience4j to apply circuit breaker logic.
* fallbackResponse(Throwable t): Called when the circuit is open or the method fails.

**3. Create a REST Controller**import org.springframework.web.bind.annotation.GetMapping;

import org.springframework.web.bind.annotation.RestController;

@RestController

public class ApiController {

    private final ExternalService externalService;

    public ApiController(ExternalService externalService) {

        this.externalService = externalService;

    }

    @GetMapping("/test")

    public String testCircuitBreaker() {

        return externalService.callExternalApi();

    }

}  
  
**4. Configure Circuit Breaker in application.yml**resilience4j:

  circuitbreaker:

    instances:

      externalServiceCB:

        registerHealthIndicator: true

        slidingWindowSize: 5

        failureRateThreshold: 50

        waitDurationInOpenState: 10s

        permittedNumberOfCallsInHalfOpenState: 2

        minimumNumberOfCalls: 5

        automaticTransitionFromOpenToHalfOpenEnabled: true

management:

  endpoints:

    web:

      exposure:

        include: health,info,metrics

**Explanation of config:**

* failureRateThreshold: If 50% of calls fail, the circuit opens.
* waitDurationInOpenState: Time to wait before transitioning to half-open.
* permittedNumberOfCallsInHalfOpenState: Number of test calls allowed.
* registerHealthIndicator: Enables health check via Actuator.

**5. Monitor with Actuator**

Once running, you can access:

* **Health endpoint**: http://localhost:8080/actuator/health
* **Metrics endpoint**: http://localhost:8080/actuator/metrics/resilience4j.circuitbreaker.calls

These show the state of the circuit breaker and metrics like success/failure rates.  
  
**✅ Summary**

This setup:

* Protects your service from cascading failures.
* Automatically retries after a cooldown.
* Provides observability via Spring Boot Actuator.

----------------------------------------------------------------------------------------------------------------  
  
**Marker interface:  
In Java, a marker interface is an interface that does not contain any methods or fields**. It is used to **mark** or **tag** a class so that it can be recognized by the JVM or other frameworks for **special behaviour.  
  
Purpose of Marker Interface**

Marker interfaces are typically used to signal to the compiler or JVM that a class has a particular property or should be treated in a specific way.

**🔹 Common Examples in Java**

* Serializable
* Cloneable
* Remote

These interfaces are used by the JVM or libraries to enable certain functionalities.  
  
Serializable Marker Interface :   
  
**Serialization is the process of converting an object into a format(Bytes) that can be easily stored or transmitted and then reconstructed later. The reverse process is called deserialization.**

import java.io.\*;

class Employee implements Serializable {

    int id;

    String name;

    public Employee(int id, String name) {

        this.id = id;

        this.name = name;

    }

}

public class MarkerInterfaceExample {

    public static void main(String[] args) {

        Employee emp = new Employee(101, "Ankur");

        try {

            // Serialize the object

            FileOutputStream fos = new FileOutputStream("employee.ser");

            ObjectOutputStream oos = new ObjectOutputStream(fos);

            oos.writeObject(emp);

            oos.close();

            fos.close();

            System.out.println("Object has been serialized");

            // Deserialize the object

            FileInputStream fis = new FileInputStream("employee.ser");

            ObjectInputStream ois = new ObjectInputStream(fis);

            Employee deserializedEmp = (Employee) ois.readObject();

            ois.close();

            fis.close();

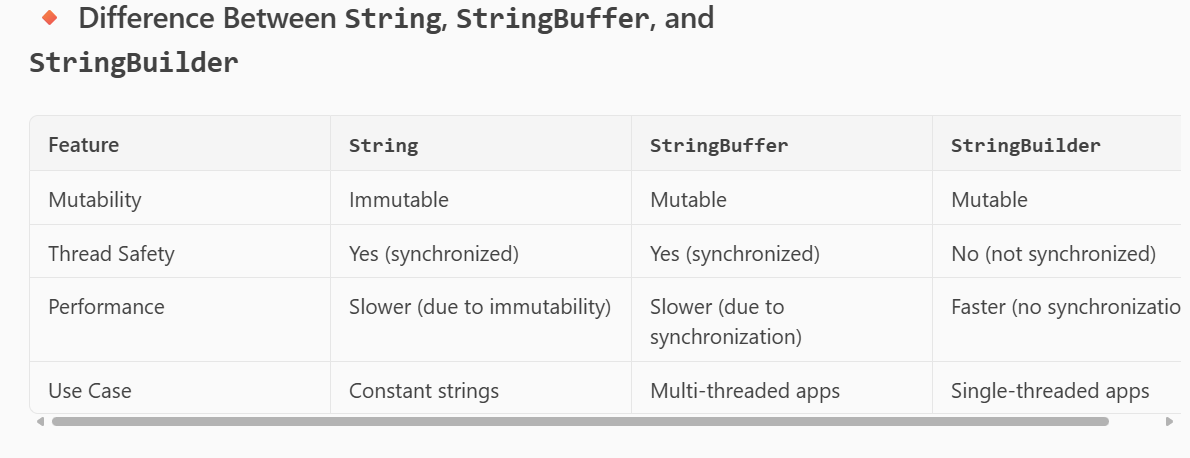
            System.out.println("Deserialized Employee: " + deserializedEmp.name);

        } catch (Exception e) {

            e.printStackTrace();

        }

    }

}  
-----------------------------------------------------------------------------------------------------------  
**what is string buffer and string builder** ?  
In Java, both **StringBuffer** and **StringBuilder** are classes used to create and manipulate **mutable strings**—strings that can be changed after they are created. They are alternatives to the immutable String class.  
  
  
  
**StringBuffer Example (Thread-safe)**:  
  
public class StringBufferExample {

    public static void main(String[] args) {

        StringBuffer sb = new StringBuffer("Hello");

        sb.append(" World");

        sb.insert(5, ",");

        sb.replace(6, 11, "Java");

        sb.reverse();

        System.out.println(sb);  // Output: avaJ ,olleH

    }

}  
---------------------------------------------------------------------------------------------------------  
**🔸 Explanation:**

* append() adds text.
* insert() inserts text at a position.
* replace() replaces part of the string.
* reverse() reverses the string.

----------------------------------------------------------------------------------------------------------  
  
**StringBuilder Example (Not thread-safe but faster)**:  
  
public class StringBuilderExample {

    public static void main(String[] args) {

        StringBuilder sb = new StringBuilder("Hello");

        sb.append(" World");

        sb.insert(5, ",");

        sb.replace(6, 11, "Java");

        sb.reverse();

        System.out.println(sb);  // Output: avaJ ,olleH

    }

}

------------------------------------------------------------------------------------------------------  
**✅ When to Use What?**

* Use **String** when the content won’t change.
* Use **StringBuffer** when working in **multi-threaded** environments.
* Use **StringBuilder** for **better performance** in **single-threaded** environments.

-------------------------------------------------------------------------------------------------------  
Data Types :   
**🔹 Primitive Data Types**

These are the **basic building blocks** of data. They are predefined by the programming language.

Examples:

* **int** – Integer (e.g., 5, -10)
* **float** – Decimal numbers (e.g., 3.14)
* **char** – Single character (e.g., 'A')
* **boolean** – True or False

**🔹 Non-Primitive Data Types**

These are **more complex** and are created using primitive types. They can store multiple values.

Examples:

* **Array**
* **String**
* **Class**
* **Object**
* **List**, **Map**, **Set** (in languages like Java, Python, etc.)

**----------------------------------------------------------------------------------------------------------------**

**shallow copy vs deep copy  
  
🔹 Shallow Copy**

**A shallow copy creates a new object, but does not create copies of nested objects. Instead, it copies references to them.**

import copy

original = [[1, 2], [3, 4]]

shallow = copy.copy(original)

shallow[0][0] = 99

print("Original:", original)

print("Shallow:", shallow)  
  
**Output:**

**Original: [[99, 2], [3, 4]]**

**Shallow: [[99, 2], [3, 4]]  
----------------------------------------------------------------------------------------------------------  
✅ The outer list is copied,  
❌ but the inner lists are shared between original and shallow.  
----------------------------------------------------------------------------------------------------------------  
Deep Copy**

A **deep copy** creates a **new object and recursively copies all nested** objects  
  
import copy

original = [[1, 2], [3, 4]]

deep = copy.deepcopy(original)

deep[0][0] = 99

print("Original:", original)

print("Deep:", deep)

-----------------------------------------------------------------------------------------------  
**Output:**

Original: [[1, 2], [3, 4]]

Deep: [[99, 2], [3, 4]]

------------------------------------------------------------------------------------------------  
✅ Both the outer and inner lists are **completely independent**. **---------------------------------------------------------------------------------------------**

**Java Cloning with Cloneable**

In Java, the Cloneable interface allows an object to be cloned using the clone() method from the Object class. By default, clone() performs a **shallow copy**.

-----------------------------------------------------------------------------------------------  
✅ **Shallow Copy Example (Using Cloneable):**class Address {

    String city;

    Address(String city) {

        this.city = city;

    }

}

class Person implements Cloneable {

    String name;

    Address address;

    Person(String name, Address address) {

        this.name = name;

        this.address = address;

    }

    public Object clone() throws CloneNotSupportedException {

        return super.clone(); // shallow copy

    }

}

public class Main {

    public static void main(String[] args) throws CloneNotSupportedException {

        Address addr = new Address("Bangalore");

        Person p1 = new Person("Ankur", addr);

        Person p2 = (Person) p1.clone();

        p2.address.city = "Mumbai";

        System.out.println(p1.address.city); // Output: Mumbai

        System.out.println(p2.address.city); // Output: Mumbai

    }

}  
  
-------------------------------------------------------------------------------------------------------  
**What happened?**

* p1 and p2 are different objects.
* But their address field **points to the same object** → shallow copy.

----------------------------------------------------------------------------------------------------  
**✅ Deep Copy Example (Manual Cloning)**

To achieve deep copy, you need to **manually clone nested objects**:

-------------------------------------------------------------------------------  
class Address implements Cloneable {

    String city;

    Address(String city) {

        this.city = city;

    }

    public Object clone() throws CloneNotSupportedException {

        return super.clone();

    }

}

class Person implements Cloneable {

    String name;

    Address address;

    Person(String name, Address address) {

        this.name = name;

        this.address = address;

    }

    public Object clone() throws CloneNotSupportedException {

        Person cloned = (Person) super.clone();

        cloned.address = (Address) address.clone(); // deep copy

        return cloned;

    }

}

public class Main {

    public static void main(String[] args) throws CloneNotSupportedException {

        Address addr = new Address("Bangalore");

        Person p1 = new Person("Ankur", addr);

        Person p2 = (Person) p1.clone();

        p2.address.city = "Mumbai";

        System.out.println(p1.address.city); // Output: Bangalore

        System.out.println(p2.address.city); // Output: Mumbai

    }

}  
---------------------------------------------------------------------------------------------------------

Interview crisp :   
**Shallow Copy in Java**

* **Definition**: Copies the object and its primitive fields, but **references** to nested objects are shared.
* **Method**: Achieved using Object.clone() with Cloneable interface.
* **Effect**: Changes to nested objects in the clone affect the original.  
  -------------------------------------------------------------------------  
  **public Object clone() throws CloneNotSupportedException {**

**return super.clone(); // shallow copy**

**}**  
------------------------------------------------------------------

**✅ Deep Copy in Java**

* **Definition**: Copies the object and **recursively clones all nested objects**.
* **Method**: Requires manual cloning of nested objects.
* **Effect**: Changes in the clone do **not** affect the original.  
    
  --------------------------------------------------------------------  
  public Object clone() throws CloneNotSupportedException {

    Person cloned = (Person) super.clone();

    cloned.address = (Address) address.clone(); // deep copy

    return cloned;

}

-------------------------------------------------------------------  
  
Design Patterns in Java :  
  
**Creational Patterns**

These deal with object creation mechanisms.

1. **Singleton**
   * Ensures only one instance of a class exists.
   * Used for logging, configuration, etc.
   * private constructor + static instance + getInstance()
2. **Factory Method**
   * Defines an interface for creating objects, but lets subclasses decide which class to instantiate.
   * Promotes loose coupling.
3. **Abstract Factory**
   * Provides an interface to create families of related objects.
   * Example: GUI toolkit for different OS.
4. **Builder**
   * Separates object construction from its representation.
   * Useful for creating complex objects step-by-step.
5. **Prototype**
   * Clones existing objects instead of creating new ones.
   * Uses clone() method.

**Structural Patterns**

These deal with object composition.

1. **Adapter**
   * Converts one interface to another.
   * Example: USB to Ethernet adapter.
2. **Decorator**
   * Adds behavior to objects dynamically.
   * Example: Adding scrollbars to a window.
3. **Facade**
   * Provides a simplified interface to a complex subsystem.
   * Example: JDBC hides database connection complexity.
4. **Composite**
   * Treats individual objects and compositions uniformly.
   * Example: File system (files and folders).
5. **Proxy**
   * Controls access to another object.
   * Example: Virtual proxy for lazy loading.

**Behavioral Patterns**

These deal with object interaction and responsibility.

1. **Observer**
   * One-to-many dependency; when one object changes, others are notified.
   * Example: Event listeners in GUI.
2. **Strategy**
   * Defines a family of algorithms, encapsulates each, and makes them interchangeable.
   * Example: Sorting strategies.
3. **Command**
   * Encapsulates a request as an object.
   * Example: Undo/Redo functionality.
4. **Template Method**
   * Defines the skeleton of an algorithm, deferring steps to subclasses.
   * Example: Game loop structure.
5. **State**
   * Allows an object to change its behavior when its internal state changes.
   * Example: Traffic light system.
6. **Chain of Responsibility**
   * Passes request along a chain of handlers.
   * Example: Logging levels (INFO → DEBUG → ERROR).  
       
     ---------------------------------------------------------------------------------  
     Singelton pattern -> refer from java arora 200 questions.  
       
     **What is Singleton Design Pattern?**Singleton design pattern comes under Creational Design Patterns category

and **this pattern ensures that only one instance of class exists in the JVM**.  
  
*How to implement Singleton Pattern*

To implement a Singleton pattern, we have different approaches but all of

them have the below common concepts:

**- private constructor to restrict instantiation of the class from the other classes.**

**- private static variable of the same class that is the only instance of the class.**

**- public static method that returns the instance of the class,this is the global access point for outer world to get the instance of the singleton class.  
-----------------------------------------------------------------------------------  
  
Eager Initialization :**In **eager Initialization** the instance of Singleton Class is

**created at the time of class loading**, this is the easiest method to create a

singleton class but **it has a drawback that instance is created even though**

**client application might not even use it.  
  
  
  
Output :** **---------------------------------------------------------------------------------------------------  
Lazy Initialization : using this way of creating Singleton class, the object will**

**not get created unless someone asks for it. Here we will create the class**

**instance inside the global access method.  
  
  
  
suppose there are 2 threads and both have checked that the instance is null and now they are inside the “if(…)” condition, it will destroy our singleton pattern and both threads will have different instances.  
  
Thread Safe Singleton implementation**: here the easiest way to prevent

multiple threads from creating more than one instance is to make the

global access method ‘synchronized’, this way threads will acquire a lock

first before entering the getInstance() method.  
  
  
---------------------------------------------------------------------------  
Using **enum for Singleton** in Java is considered the **most effective and safest way** to implement the Singleton design pattern.  
**Why enum is Useful for Singleton**

1. **Thread Safety**: Enum instances are created in a thread-safe manner by the JVM.
2. **Serialization Safe**: Enum handles serialization internally and guarantees a single instance.
3. **Reflection Safe**: You cannot create another instance of an enum using reflection.
4. **Simplicity**: Very concise and readable code.  
   -----------------------------------------------------------------------------------------------  
   public enum SingletonEnum {

    INSTANCE;

public void showMessage() {

        System.out.println("Hello from Enum Singleton!");

}}  
------------------------------------------------------------  
Usage :  
public class Main {

    public static void main(String[] args) {

        SingletonEnum singleton = SingletonEnum.INSTANCE;

        singleton.showMessage();

    }

}  
---------------------------------------------------------------------------  
**How to Break Singleton Pattern**

Here are **three common ways** to break Singleton in Java (similar concepts apply in other languages too):

**[1]Using Cloning**

If the Singleton class implements Cloneable, cloning can create a new instance:  
  
Singleton instance1 = Singleton.getInstance();

Singleton instance2 = (Singleton) instance1.clone();

System.out.println(instance1 == instance2); // false  
  
[2] **Using Serialization/Deserialization**

Serialization can create a new instance during deserialization.

ObjectOutputStream out = new ObjectOutputStream(new FileOutputStream("singleton.ser"));

out.writeObject(Singleton.getInstance());

ObjectInputStream in = new ObjectInputStream(new FileInputStream("singleton.ser"));

Singleton instance2 = (Singleton) in.readObject();

System.out.println(Singleton.getInstance() == instance2); // false  
  
-------------------------------------------------------------------------------------------

[3] Using Reflection :   
Even if a class enforces Singleton using a private constructor, **reflection can bypass it** and create a new instance.  
  
Example: Breaking Singleton

class Singleton {

    private static Singleton instance = new Singleton();

    private Singleton() {

        // Prevent instantiation

    }

    public static Singleton getInstance() {

        return instance;

    }

}

----------------------------------------------------------------------------------------  
**What is Reflection in Java?**

**Reflection** in Java is a powerful feature that allows a program to inspect and manipulate classes, methods, fields, and constructors **at runtime**, even if they are private.

It’s part of the java.lang.reflect package and is commonly used in:

* Frameworks (like Spring, Hibernate)
* Dependency injection
* Testing tools
* Serialization/deserialization

-----------------------------------------------------------------------------------------  
When to Use Singleton Pattern

Use Singleton when:

1. Exactly one instance of a class is needed to coordinate actions across the system.
2. You need global access to that instance.
3. The instance holds shared resources like:
   * Configuration settings
   * Logging
   * Thread pools
   * Database connections
   * Caches  
       
     ----------------------------------------------------------------------------------------------  
     Factory Design Pattern :  
     The **Factory Design Pattern** is a **creational design pattern** used in object-oriented programming to create objects without specifying the exact class of object that will be created. It's especially useful when the creation process is complex or when the code needs to be decoupled from the specific classes it instantiates.  
     ----------------------------------------------------------------------------------------------  
       
     **Real-World Analogy**
   * Imagine a **car factory**. You request a car by type (e.g., SUV, Sedan), and the factory gives you the correct model. You don’t need to know how it's built internally.  
     ---------------------------------------------------------------------------------------------

**Basic Structure**

1. **Product Interface** – defines the common interface.
2. **Concrete Products** – classes that implement the interface.
3. **Factory Class** – contains logic to instantiate the correct product.

Code :  
// Step 1: Product Interface

interface Shape {

    void draw();

}

// Step 2: Concrete Products

class Circle implements Shape {

    public void draw() {

        System.out.println("Drawing a Circle");

    }

}

class Square implements Shape {

    public void draw() {

        System.out.println("Drawing a Square");

    }

}

// Step 3: Factory Class

class ShapeFactory {

    public Shape getShape(String shapeType) {

        if (shapeType == null) return null;

        if (shapeType.equalsIgnoreCase("CIRCLE")) return new Circle();

        if (shapeType.equalsIgnoreCase("SQUARE")) return new Square();

        return null;

    }

}

// Step 4: Client Code

public class FactoryPatternDemo {

    public static void main(String[] args) {

        ShapeFactory shapeFactory = new ShapeFactory();

        Shape shape1 = shapeFactory.getShape("CIRCLE");

        shape1.draw();

        Shape shape2 = shapeFactory.getShape("SQUARE");

        shape2.draw();

    }

}  
  
---------------------------------------------------------------------------------------------  
**Key Benefits**

* **Encapsulation** of object creation.
* **Loose coupling** between client and concrete classes.
* **Scalability** – easy to add new types without changing existing code.  
  -------------------------------------------------------------------------------------------------  
    
  When to use Factory Design Pattern :  
  **“I use the Factory Pattern when I want to abstract away the instantiation logic, especially when dealing with multiple implementations of an interface. It helps keep the client code clean and promotes scalability.”  
    
  🔹 1. When You Have Multiple Subclasses**
* If a class has multiple subclasses and you need to instantiate one based on input or configuration, a factory can centralize this logic.
* **Example**: Creating different types of Shape objects like Circle, Square, Triangle.
* **🔹 2. When Object Creation Is Complex**
* If creating an object involves complex logic (e.g., setting up dependencies, configurations), a factory hides this complexity from the client.
* **🔹 3. When You Want to Decouple Client Code**
* Clients should not be tightly coupled to specific classes. Factory pattern allows you to use interfaces or abstract classes, making the system more flexible and testable.
* **🔹 4. When You Need Runtime Decision Making**
* If the type of object to be created is determined at runtime (e.g., based on user input or external config), a factory can handle this dynamically.
* **🔹 5. When You Want to Follow SOLID Principles**
* **Single Responsibility**: Factory handles creation logic.
* **Open/Closed**: Easy to add new types without modifying existing code.
* **Dependency Inversion**: Clients depend on abstractions, not concrete classes.
* ----------------------------------------------------------------------------------------------  
  SOLID PRINCIPAL IN JAVA:  
  **S – Single Responsibility Principle (SRP)**
* A class should have **only one reason to change**, meaning it should have **only one job** or responsibility.
* ✅ Helps in making code **easier to maintain and test**.
* **🔹 O – Open/Closed Principle (OCP)**
* Software entities (classes, modules, functions) should be **open for extension** but **closed for modification**.
* ✅ You can **add new functionality** without changing existing code.
* **🔹 L – Liskov Substitution Principle (LSP)**
* Subtypes must be **substitutable** for their base types without altering the correctness of the program.
* ✅ Ensures **polymorphism works safely**.
* **🔹 I – Interface Segregation Principle (ISP)**
* Clients should **not be forced to depend** on interfaces they do not use.
* ✅ Promotes **smaller, more specific interfaces**.
* **🔹 D – Dependency Inversion Principle (DIP)**
* High-level modules should **not depend on low-level modules**. Both should depend on **abstractions**.
* ✅ Encourages **loose coupling** and **flexibility**.  
  -----------------------------------------------------------------------------------------
* **🔹 Real-World Examples**
* GUI toolkits: Creating buttons for different OS (WindowsButton, MacButton).
* Notification systems: EmailNotification, SMSNotification, PushNotification.
* Payment gateways: PayPal, Stripe, Razorpay.  
    
  \*Observor pattern will study late

----------------------------------------------------------------------------------  
  
**Apache Kafka how it is implemented and its basic terms 🡪**  
  
  
Apache Kafka is a **distributed event streaming platform** used to build real-time data pipelines and streaming applications. It was originally developed at LinkedIn and later open-sourced through the Apache Software Foundation.  
  
**How Apache Kafka is Implemented**

Kafka is implemented in **Java and Scala**, and it follows a **distributed, partitioned, and replicated commit log** architecture. Here's a high-level view of its components and how they work together:

**1. Kafka Broker**

* A Kafka server that stores data and serves clients.
* A Kafka cluster is made up of multiple brokers.
* Each broker handles data for one or more **partitions**.

**2. Producer**

* Sends (publishes) data to Kafka topics.
* Can choose which partition to send data to (e.g., round-robin or based on a key).

**3. Consumer**

* Reads (subscribes to) data from Kafka topics.
* Can be part of a **consumer group** for parallel processing.

**4. Zookeeper (older versions)**

* Used for managing cluster metadata and leader election.
* Kafka is moving away from Zookeeper with **KRaft mode** (Kafka Raft Metadata mode) in newer versions.

**5. Topic**

* A category or feed name to which records are published.
* Topics are split into **partitions** for scalability.  
    
  -------------------------------------------------------------------------------------------------------  
  **Basic Kafka Terms**

| * **Term** | * **Description** |
| --- | --- |
| * **Topic** | * Logical channel to which producers write and consumers read. |
| * **Partition** | * A topic is split into partitions for parallelism and scalability. |
| * **Offset** | * A unique ID for each message within a partition. |
| * **Broker** | * A Kafka server that stores data and serves clients. |
| * **Producer** | * Sends messages to Kafka topics. |
| * **Consumer** | * Reads messages from Kafka topics. |
| * **Consumer Group** | * A group of consumers that share the work of consuming messages. |
| * **Replication** | * Kafka replicates partitions across brokers for fault tolerance. |
| * **Leader** | * Each partition has one broker acting as the leader, handling all reads and writes. |
| * **Follower** | * Other brokers that replicate the leader’s data. |

----------------------------------------------------------------------------------------------------  
Commands used in kafka :  
**Summary Table**

| **Step** | **Command Example** |
| --- | --- |
| Start Zookeeper | bin/zookeeper-server-start.sh config/zookeeper.properties |
| Start Kafka Broker | bin/kafka-server-start.sh config/server.properties |
| Create Topic | bin/kafka-topics.sh --create --topic my-topic ... |
| List Topics | bin/kafka-topics.sh --list ... |
| Describe Topic | bin/kafka-topics.sh --describe --topic my-topic ... |
| Produce Messages | bin/kafka-console-producer.sh --topic my-topic ... |
| Consume Messages | bin/kafka-console-consumer.sh --topic my-topic --from-beginning ... |