Java Questions

1.Explain about the main method in java?

The main method can contain code to execute or call other methods, and it can be placed in any class that’s part of a program.

The syntax for main method:

Public static void main(String [] args);

Public – It is access modifiers, it can access from anywhere of the class.

Static – Static is a keyword, Without instance of class.

Void – Void is a return type. Here doesn’t return anything.

Main – It is method name.

String [] args – Command line arguments

2. What are the different control flow statements available in java?

There are three types of control flow statements in java

1. Decision making statement

2. Loop statements

3. Jump statements

3. What is the difference between break and continue statements in java?

The considerable difference between break and continue is that the break exits a loop at once. Once a break statement is executed, the loop will not run again. However, after executing the continue statement, the following lines of code will be skipped for the current iteration only. The loop will begin to execute again.

4. what is an array? how to declare an array in java?

Arrays are used to store multiple values in a single variable, instead of declaring separate variable for each value. To create an array, define the data type (like int) and specify the name of the array followed by square brackets[].

Syntax:

Int number[]={1,3,5,2,6};

5. when will you get array index out of bound exception in java?

The ArrayIndexOutOfBoundsException is one of the most common errors in Java. It occurs when a program attempts to access an invalid index in an array an index that is less than 0, or equal to or greater than the length of the array.

6. Define the syntax to create an object for a class?

The syntax for creating an object:

ClassName object = new ClassName();

Name conventions followed while creating a class:

Class names should be nouns, in mixed case with the first letter of each internal word capitalized. Try to keep your class names simple and descriptive. Use whole words-avoid acronyms and abbreviations (unless the abbreviation is much more widely used than the long form, such as URL or HTML).

Explain method:

A method in Java is a block of code that, when called, performs specific actions mentioned in it. For instance, if you have written instructions to draw a circle in the method, it will do that task. You can insert values or parameters into methods, and they will only be executed when called

Explain Variable:

Variables are containers for storing data values. In Java, there are different types of variables, for example: String - stores text, such as "Hello". String values are surrounded by double quotes.

7. What is variable? How will you declare a variables in java?

A variable is a container which holds the value while the Java program is executed. A variable is assigned with a data type. Variable is a name of memory location. There are three types of variables in java: local, instance and static.

Variable declaration:

Datatype variableName = value;

8. What is string in java? Is it a data type?

Strings, which are widely used in Java programming, are a sequence of characters. In the Java programming language, strings are objects. The Java platform provides the String class to create and manipulate strings.

A string is a special data type in java, where it contradicts the fact that non-primitive types are defined by programmers. The string data type is a non-primitive data type but it is predefined in java.

9. What are the different ways to create the string object in java?

There are two ways to create a String object:

By string literal: Java String literal is created by using double quotes. For Example: String s=”Welcome”;

By new keyword : Java String is created by using a keyword “new”.

10. What is the difference between .Equals and ==?

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| **S.No.** | **== Operator** | **Equals() Method** |
| 1. | == is considered an operator in Java. | Equals() is considered as a method in Java. |
| 2. | It is majorly used to compare the reference values and objects. | It is used to compare the actual content of the object. |
| 3. | We can use the == operator with objects and primitives. | We cannot use the equals method with primitives. |
| 4. | The == operator can’t compare conflicting objects, so at that time the compiler surrenders the compile-time error. | The equals() method can compare conflicting objects utilizing the equals() method and returns “false”. |
| 5. | == operator cannot be overridden. | Equals() method and can be overridden. |