DAY 6

1.what is string constant pool area

2.what is the use of stack memory and heap memory

3.what are the new features in java8

4.what is the use of optional cclass

5.what is the practical use of default method in java 8

6.in terms of stream API there is a method called flat map what you know about that

7.you have a scenario you have a arraylist and from that arraylist you have find values which are greater than 100 .how do you do that in terms of java8

8.suppose you have to process a lots of data using a stream what are the thing coming in ur mind in terms of speed execution

9.write a program you have a string you need to write a method which you will give a string the return type should be string contains digits are not

10.diffrence between process and thread

11.what are the different way to create thread and which is better

12.some another ways to create thread what is it?

13.when you will get stack overflow exceptions in which scenario and is it checked or unchecked exceptions

14.in stack memory what are the things jvm will store

15.in heal memory what are things jvm will store

16.what you know about garbage collection