1. Try with finally if any exception in Try blocks who will find the exception?

We can have try without catch block by using finally block. You can use try with finally. As we know finally block always executes even if you have exception or return statement in try block except in case of System.exit().

2. Logic behind Hashset?

As we know that a set is a **well-defined** collection of distinct objects. Each member of a set is called an element of the set. So in other words, we can say that a **set will never contain duplicate elements**. But how in java Set interface implemented classes like HashSet, LinkedHashSet, TreeSet etc. achieve this uniqueness. In this post, we will discuss the hidden truth behind this uniqueness.

3. What is Vector?

The Vector class implements a growable array of objects. Vectors basically fall in legacy classes but now it is fully compatible with collections.

* Vector implements a dynamic array that means it can grow or shrink as required. Like an array, it contains components that can be accessed using an integer index
* They are very similar to ArrayList but Vector is synchronised and have some legacy method which collection framework does not contain.
* It extends **AbstractList** and implements **List** interfaces.

4.Difference between Hashmap and Hashtable

* + HashMap is non synchronized. It is not-thread safe and can’t be shared between many threads without proper synchronization code
  + Hashtable is synchronized. It is thread-safe and can be shared with many threads
  + HashMap allows one null key and multiple null values
  + Hashtable doesn’t allow any null key or value.
  + HashMap is generally preferred over HashTable if thread synchronization is not needed

5.What is queue and Dequeue?

A Queue is a First In First Out (FIFO) data structure. It models a queue in real-life. Yes, the one that you might have seen in front of a movie theater, a shopping mall, a metro, or a bus.

The Deque is related to the double-ended queue that supports addition or removal of elements from either end of the data structure, it can be used as a queue (first-in-first-out/FIFO) or as a stack (last-in-first-out/LIFO). These are faster than Stack and LinkedList.

6.Comparble and Comparator

The Comparable interface has **compareTo(T obj)** method which is used by sorting methods, you can check any Wrapper, String or Date class to confirm this. We should override this method in such a way that it returns a negative integer, zero, or a positive integer if “this” object is less than, equal to, or greater than the object passed as an argument.

Comparator interface compare(Object o1, Object o2) method need to be implemented that takes two Object argument, it should be implemented in such a way that it returns negative int if the first argument is less than the second one and returns zero if they are equal and positive int if the first argument is greater than the second one