**Altimetrik:**

1. What are OOPS concepts explain them with example?
2. How Hash Map Work Internally ?
3. What is the difference between Collections.SynchronizedMap() and ConcurrentHashMap ?
4. Writing code to implement thread safe Singleton Pattern ?
5. Why we need override hashcode() method and what will happen if we use object as a key

which has no custom override method implementation ?

1. What is daemon thread and what is the use of that ?
2. What are the new features introduced in Java 6 ?
3. How to make three threads execute next to next ?
4. Writing Programs to check logical thinking (Palindrome, To get no of occurrences of particular sequence in the given string, Reverse the words of the given sentence, Converting String to no of occurrences of the characters like this “aaabbbbttt - > a3b4t3 ).
5. What is the real time example for observer pattern ?
6. Consider we are having class FileLogger which implemets Logger interface . and DBLogger class which is not implementing Logger interface how to incorporate this into our application. (Using Adapter Pattern).
7. What is the difference between SOAP and REST ?
8. What is the advantage of MVC Pattern ? what are the obstacles solved by using that pattern?
9. What is the difference between Crosscut and Pointcut in AspectJ ?
10. What is hibernate Projections?
11. What is PreparedStatement and why PreparedStatement is best over Dynamic query?
12. Some Analystical skills problem like

we are having three chance to cut rectangle box but it should give 8 pieces so in which anle you will cut.

We are having three boxes of fruits one is orange, one is apple and another is mixed. All the boxes are labelled incorrectly we have only one chance to open the box using that chance we need to figure out the content all the boxes correctly. Which box you will open first.

**Sensiple :**

1. What is BootStrap ClassLoader and what is its use ?
2. Garbage Collection Mechanism ?
3. Why is the use of Finally block while handling exceptions ?
4. Difference between ArrayList and LinkedList ?
5. Difference between Hashtable and HashMap ?
6. What are different thread states and how it will transist from one state to another ?
7. Difference between Topic and queue ?
8. What are different Spring Bean scopes ?
9. How to do auto wiring in spring and what are different autowiring techniques ?

**Servion :**

1. What will happen when we use return statement in finally block ?
2. How to make execute multiple catch blocks ?
3. Can we use static method with same name as method in parent class ?
4. Explain about Abstract factory Method ?
5. What do mean by static in Java ?
6. Difference between method and block synchronization ?
7. Questions related to different concepts like TCP, UDP, JMS, TOPIC , EJB