Object-Oriented Programming (OOP) Principles:

\*\* explain class and object.

1)Can you explain the four basic principles of OOP?

2)What is inheritance, and how is it implemented in Java?

3)How does polymorphism work in Java?

4)What are the differences between abstraction and encapsulation?

5) what is interface and explain the difference between interface and abstraction?

6)what is functional interface

Core Java Concepts:

\*\* explain collection

\*\*\* explain java 8 featurs

\*\* explain basic datastructurs like arrays, hashmap and hashset , linked list in single line answer

1)What are the main features introduced in Java 8?

2)Can you discuss the internal workings of HashMap?

3)What are the top Java Features?

4)What is JVM?

5)What is JIT?

6)What are Memory storages available with JVM?

7)What is a classloader?

8)Explain public static void main(String args[]) in Java.

9)What is Java String Pool?

10)Explain different data types in Java.

11)When a byte datatype is used? (optional)

12)Can we declare Pointer in Java?

13)What is the Wrapper class in Java?

14)Why do we need wrapper classes?

15)Differentiate between instance and local variables.

16)What is a Class Variable? (optional)

17)What is a static variable?

18)What is the difference between System.out, System.err, and System.in? (optional)

19)what is thread

20)explain thread life cycle

21)What are the FileInputStream and FileOutputStream?

22)explain string buffer and string builder

23)What is an I/O filter?

24)types of operators

25)Explain the difference between >> and >>> operators.

26)What is dot operator? in java

27)What are the differences between String and StringBuffer?

28)What are the differences between StringBuffer and StringBuilder?

29) What is this keyword in Java?

30)explain access modifiers