

# ☕ Java Interview Questions and Answers (1–50)

## 1. What is Java?

**Answer:** Java is a high-level, object-oriented, class-based programming language developed by Sun Microsystems (now owned by Oracle). It's platform-independent thanks to the JVM.

## 2. What is the JVM?

**Answer:** Java Virtual Machine – It interprets compiled Java bytecode and enables Java programs to run on any device.

## 3. What is JDK, JRE, and JVM?

**Answer:**

- **JDK (Java Development Kit):** Development tools + JRE
- **JRE (Java Runtime Environment):** JVM + libraries
- **JVM:** The engine that executes Java bytecode

## 4. What are the features of Java?

**Answer:** Platform-independent, object-oriented, simple, secure, portable, robust, multithreaded.

## 5. What is the difference between JDK and JRE?

**Answer:**

- **JDK:** For development
- **JRE:** For running Java applications

## 6. What is a class in Java?

**Answer:** A blueprint for creating objects containing fields and methods.

## 7. What is an object in Java?

**Answer:** An instance of a class that contains its state and behavior.

## 8. What is the main method in Java?

**Answer:** `public static void main(String[] args)` – entry point of any Java program.

## 9. What is the difference between `==` and `.equals()`?

**Answer:**

- `==` compares references
- `.equals()` compares object contents

## 10. What are data types in Java?

**Answer:**

- **Primitive types:** `int`, `float`, `double`, `char`, `boolean`, etc.
- **Non-primitive types:** Objects, arrays, strings.

## 11. What is method overloading?

**Answer:** Same method name with different parameters in the same class.

## 12. What is method overriding?

**Answer:** Subclass provides its own implementation of a method declared in the parent class.

## 13. What is inheritance in Java?

**Answer:** Mechanism to acquire the properties of a parent class using `extends`.

## 14. What is encapsulation?

**Answer:** Wrapping data and code into a single unit (class), usually with private variables and public getters/setters.

## 15. What is abstraction?

**Answer:** Hiding internal implementation and showing only the necessary details.

## 16. What is polymorphism?

**Answer:** Ability of an object to take many forms (method overloading and overriding).

## 17. What are constructors in Java?

**Answer:** Special methods used to initialize objects.

## 18. What is the difference between `this` and `super`?

**Answer:**

- `this` refers to current class
- `super` refers to parent class

## 19. What is an interface in Java?

**Answer:** A contract with only method declarations; implementing class must define the methods.

## 20. What is the difference between abstract class and interface?

**Answer:**

- Abstract class can have method bodies
- Interface has only method declarations (until Java 8+ allowed default methods)

## 21. What is a package in Java?

**Answer:** A namespace that organizes classes and interfaces.

## 22. What is the access modifier in Java?

**Answer:** Controls the visibility of classes and members – `public`, `private`, `protected`, and default.

## 23. What is a static keyword?

**Answer:** Denotes that a method or variable belongs to the class rather than instances.

## 24. What is final keyword?

**Answer:** Used to define constants, prevent method overriding, or inheritance of a class.

## 25. What is exception handling in Java?

**Answer:** Mechanism to handle runtime errors using `try`, `catch`, `finally`, and `throw`.

## 26. What is the difference between `throw` and `throws`?

**Answer:**

- `throw`: used to throw an exception
- `throws`: declares an exception

## 27. What are checked and unchecked exceptions?

**Answer:**

- Checked: handled at compile time (e.g., `IOException`)
- Unchecked: runtime exceptions (e.g., `NullPointerException`)

## 28. What is the use of `finally` block?

**Answer:** Executes regardless of exception thrown or not.

### **29. What is the difference between Array and ArrayList?**

**Answer:**

- Array: fixed size
- ArrayList: resizable, part of Java Collections

### **30. What is the Collection framework?**

**Answer:** Provides classes and interfaces to store and manipulate groups of data as a single unit.

### **31. What are commonly used collection classes?**

**Answer:** ArrayList, HashMap, HashSet, LinkedList, TreeMap, etc.

### **32. What is the difference between List and Set?**

**Answer:**

- List: ordered, allows duplicates
- Set: unordered, no duplicates

### **33. What is a Map in Java?**

**Answer:** Stores key-value pairs. Example: HashMap, TreeMap

### **34. What is multithreading in Java?**

**Answer:** Allows multiple threads to execute concurrently.

### **35. What is synchronization in Java?**

**Answer:** A technique to prevent thread interference using the `synchronized` keyword.

### **36. What is the difference between `wait()` and `sleep()`?**

**Answer:**

- `wait()` releases the lock
- `sleep()` holds the lock

### **37. What is garbage collection in Java?**

**Answer:** Automatic memory management – removes unused objects.

### **38. What is the difference between stack and heap memory?**

**Answer:**

- Stack: stores method calls and local variables
- Heap: stores objects and global variables

### **39. What is serialization in Java?**

**Answer:** Process of converting an object into a byte stream.

### **40. What is transient keyword?**

**Answer:** Prevents a variable from being serialized.

### **41. What is a lambda expression in Java 8?**

**Answer:** Provides a concise way to represent anonymous functions.

### **42. What is a stream in Java?**

**Answer:** Java 8 feature for functional-style operations on collections.

### **43. What is Optional in Java 8?**

**Answer:** A container object that may or may not contain a non-null value.

### **44. What is the difference between == and .equals () for strings?**

**Answer:**

- ==: checks reference
- .equals(): checks content

### **45. What is the String pool?**

**Answer:** Memory area where JVM stores literal strings to optimize memory.

### **46. What are wrapper classes in Java?**

**Answer:** Convert primitives to objects (e.g., int to Integer).

### **47. What is autoboxing and unboxing?**

**Answer:** Automatic conversion between primitive types and wrapper classes.

### **48. What are annotations in Java?**

**Answer:** Metadata used to provide data about the program (e.g., @Override, @Deprecated)

**49. What is reflection in Java?**

**Answer:** Allows inspection and modification of classes and objects at runtime.

**50. What are enums in Java?**

**Answer:** A special data type to define a set of constants.