

Day - 1

- what is oops?
- what is class?
- what is object?
- what is instance?
- what is JVM?
- why is JVM used?
- why Java is cross platform.
- what is bytecode?
- what is class file in java?
- why byte code is created when Java is compiled?
- Do all the methods & variables are inherited to the created object?
- How do we create a class in Java?
- How do we create an object in Java?
- How many objects can be created from one class?
- In how many different ways, that we can create objects in Java.
- what is called
- which are known as the reflective ways to create object.
- ~~what is an abstract class~~

- what is an attribute of a class.
- ~~can you change the values of attributes in an object of a class~~
~~in from an obj~~

- Can you ^{overriding} ~~override~~ existing values in an attribute in a class?

- How can we prevent ^{overriding} ~~overriding~~ of an attribute in a class?

- How many attributes can be specified in a class?

- difference b/w overloading & overriding

- What is difference b/w parameters and arguments

- can we overload a variable?

- can you pass 3 arguments to a function which has 5 parameters.

- What is method overload.

- what is recursion.

- what is the difference b/w static variables and instance variables?
- why final is used in java?
↳ keyword
- ~~and~~ a class must have a matching filename (Main and Main.java).
- why main is a static method?
- what is a constructor?
- Can we have more than 1 constructor in a class?
- can you create two constructors with exact same parameters?
- How many constructors are there in Java?
- what is a default constructor?
- when does a constructor is called?
- what happens to a class if we don't create a class constructor.
- How many times does a constructor will be called?

• what is constructor overloading?

• when will compiler add a default constructor?

• ^{are} ~~is~~ ~~0~~ argument constructors & default constructor same?

• what is a parameterized constructor?

• what are modifiers?

• which are the two groups of modifiers?

• what is access modifier?

• what is non-access modifiers?

• which are the access modifiers of for classes?

• which are the access modifiers for attributes, methods and constructors?

• which are the non-access modifiers of classes?

• which are the non-access modifiers for attributes and methods?

• Do constructors have non-access modifiers? if yes which are they.

• which modifiers are available for constructors?

• can you use the modifier abstract on attributes?

- what are the 4 pillars of Java?
- what are the advantages of oops?
- what is encapsulation?
- how we can achieve encapsulation?
- why get & set methods are public?
- How to access a private variable from ~~outside a class~~? in different class?
- what are get & set methods?
- what does the `final` keyword refers to?
- can you create more than one public class in a file?
- why Encapsulation?
- How does encapsulation provide security?
- can we use any random name for ~~getter & setter~~ ~~getter & setter~~ can achieve getter & setter methods?

• How can we achieve ^{better} data control of attributes and methods?

• What are core java packages?

• Which are types of java packages?

• What is Java API?

~~• What is JDE?~~

• Is it possible to import a single class from the Java API library?

~~• What~~

• How to import a class?

• How to import a package?

• How to create your own package?

• Which casing is recommended for package names?

• How can we achieve data hiding in java?

- what are primitive & non-primitive datatype

- what is JRE? and its use.

- Can we install more than one version of JDK in a single PC?

- Do we need ^{JDK} ~~JRE~~ to run a java program?

- what is the file format of a binary file?

- Can you install JVM and JRE separately.

- Can you create a class naming "Simple" in 2 different packages?

- what is inheritance?

- what is subclass & super class?

- How do we inherit from a class?

• when

• what is super keyword?

[What are the types of inheritance]

~~can you access the value from
1st class to a 3rd class~~

• why polymor

Construct

• what is polymorphism?

• why polymorphism is not applicable on

• Is it possible to create a class
within a class?

• in which condition a class
can be private or protected?

• can a class be static?

• what is the purpose of making
the inner class static?

• does a static inner class can
access its outer class's members?

~~Can an inner class have access to
its outer class's attributes & methods?~~

- what is abstraction?
- what are the different ways to achieve abstraction?
- ~~what is ab~~
- what is an abstract class?
- can you create an abstract method inside the main class?
- what is an abstract method?
- Can an abstract class can have both abstract & regular methods?
- what is abstract concrete class?
- Can an abstract method be private?
- is there abstract constructor?
- is it necessary to add body to the abstract method in the inherited class?
- can we extend & implement in a single class?

• which is an alternative way to achieve abstract ~~class~~ ^{to} ~~to a~~ ^{and} other than abstract class?

• what is interface?

• How to define interface?

• can you have normal methods with body in an interface?

• ~~is interface a class~~

• is interface a class?

• How to inherit interface class?

• do we use any special keyword for interface methods?

• can you create

• are interface methods abstract?

• can you create attributes in interface?

• ~~can an interface contain a~~

• do we have constructors in interface?

• how can we achieve multiple inheritance in java?

- what is exception?
- what is try & catch?
- what does 'finally' do?
- what does 'throw' do?
- ~~override in exception~~
- final, finally, finalize.
- throw & throws.
- ^{which} ~~what~~ are the types of Java exceptions?
- what happens if we didn't handle an ^{exception} error & an exception occurred?
- can we write 'throw' outside a method?
- in which class the finalize method is included?
- difference b/w final, finally & finalize.

- what is thread?
- what is the difference b/w multithreading & multitasking?
- difference b/w single threading & multithreading?