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## 300+ TOP ADVANCED JAVA Interview Questions and Answers

### Advanced Java Interview Questions for freshers experienced developers

#### **1. What is a transient variable?**

A transient variable is a variable that may not be serialized.

#### **2. Which containers use a border Layout as their default layout?**

The Window, Frame and Dialog classes use a border layout as their default layout.

#### **3. Why do threads block on I/O?**

Threads block on I/O (that is enters the waiting state) so that other threads may execute while the I/O Operation is performed.

#### **4. How are Observer and Observable used?**

Objects that subclass the Observable class maintain a list of observers. When an Observable object is updated it invokes the update() method of each of its observers to notify the observers that it has changed state. The Observer interface is implemented by objects that observe Observable objects.

#### **5. Is null a keyword?**

The null is not a keyword.

#### **6. What is the preferred size of a component?**

The preferred size of a component is the minimum component size

that will allow the component to display normally.

## 7. Which containers use a FlowLayout as their default layout?

The Panel and Applet classes use the FlowLayout as their default layout.

## 8. What state does a thread enter when it terminates its processing?

When a thread terminates its processing, it enters the dead state.

## 9.What is the Collections API?

The Collections API is a set of classes and interfaces that support operations on collections of objects.

## 10.Which characters may be used as the second character of an identifier, but not as the first character of an identifier?

The digits 0 through 9 may not be used as the first character of an identifier but they may be used after the first character of an identifier.



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## 11. What is the List interface?

The List interface provides support for ordered collections of objects.

## 12.How does Java handle integer overflows and underflows?

It uses those low order bytes of the result that can fit into the size of the type allowed by the operation.

**13.What is the Vector class?**

The Vector class provides the capability to implement a growable array of objects

**14.What modifiers may be used with an inner class that is a member of an outer class?**

A (non-local) inner class may be declared as public, protected, private, static, final, or abstract.

**15.What is an Iterator interface?**

The Iterator interface is used to step through the elements of a Collection.

**16.What is the difference between the >> and >>> operators?**

The >> operator carries the sign bit when shifting right. The >>> zero-fills bits that have been shifted out.

**17.Which method of the Component class is used to set the position and size of a component?**

setBounds() method is used to set the position and size of a component.

**18.What is the difference between yielding and sleeping?**

When a task invokes its yield() method, it returns to the ready state. When a task invokes its sleep() method, it returns to the waiting state.

**19.Which javutil classes and interfaces support event handling?**

The EventObject class and the EventListener interface support event processing.

**20.Is sizeof a keyword?**

The sizeof operator is not a keyword.

**21.What are wrapped classes?**

Wrapped classes are classes that allow primitive types to be accessed as objects.

**22. Does garbage collection guarantee that a program will not run out of memory?**

Garbage collection does not guarantee that a program will not run out of memory. It is possible for programs to use up memory resources faster than they are garbage collected. It is also possible for programs to create objects that are not subject to garbage collection.

**23. What restrictions are placed on the location of a package statement within a source code file?**

A package statement must appear as the first line in a source code file (excluding blank lines and comments).

**24. What is the immediate superclass of the Applet class?**

Panel.

**25. What is the difference between preemptive scheduling and time slicing?**

Under preemptive scheduling, the highest priority task executes until it enters the waiting or dead states or a higher priority task comes into existence. Under time slicing, a task executes for a predefined slice of time and then reenters the pool of ready tasks. The scheduler then determines which task should execute next, based on priority and other factors.

**26. Name three Component subclasses that support painting?**

The Canvas, Frame, Panel, and Applet classes support painting.

**27. What value does readLine() return when it has reached the end of a file?**

The readLine() method returns null when it has reached the end of a file.

**28. What is the immediate superclass of the Dialog class?**

Window.

**29. What is clipping?**

Clipping is the process of confining paint operations to a limited area or shape.

**30.What is a native method?**

A native method is a method that is implemented in a language other than Java.

**31.Can a for statement loop indefinitely?**

Yes, a for statement can loop indefinitely. For example, consider the following: `for(;;)` ;

**32.Can an objects finalize() method be invoked while it is reachable?**

- An objects finalize() method cannot be invoked by the garbage collector while the object is still reachable.
- However, an objects finalize() method may be invoked by other objects.

**33.What method is used to specify a containers layout?**

The `setLayout()` method is used to specify a containers layout.

**34.Whats new with the stop(), suspend() and resume() methods in JDK 1.2?**

The `stop()`, `suspend()` and `resume()` methods have been deprecated in JDK 1.2.

**35.What is synchronization and why is it important?**

With respect to multithreading, synchronization is the capability to control the access of multiple threads to shared resources. Without synchronization, it is possible for one thread to modify a shared object while another thread is in the process of using or updating that objects value.

**36.Can a lock be acquired on a class?**

Yes, a lock can be acquired on a class. This lock is acquired on the classes `Class` object..

**37.What are order of precedence and associativity, and how are they used?**

Order of precedence determines the order in which operators are evaluated in expressions. Associativity determines whether an expression is evaluated left-to-right or right-to-left.

**38. When a thread blocks on I/O, what state does it enter?**

A thread enters the waiting state when it blocks on I/O.

**39. To what value is a variable of the String type automatically initialized?**

The default value of an String type is null.

**40. What is the catch or declare rule for method declarations?**

If a checked exception may be thrown within the body of a method, the method must either catch the exception or declare it in its throws clause.

**41. What is the difference between a MenuItem and a CheckboxMenuItem?**

The CheckboxMenuItem class extends the MenuItem class to support a menu item that may be checked or unchecked.

**42. What is a tasks priority and how is it used in scheduling?**

A tasks priority is an integer value that identifies the relative order in which it should be executed with respect to other tasks. The scheduler attempts to schedule higher priority tasks before lower priority tasks.

**43. What class is the top of the AWT event hierarchy?**

The javawt.AWTEvent class is the highest-level class in the AWT event-class hierarchy.

**44. When a thread is created and started, what is its initial state?**

A thread is in the ready state after it has been created and started.

**45. Can an anonymous class be declared as implementing an interface and extending a class?**

An anonymous class may implement an interface or extend a superclass, but may not be declared to do both.

**46. What is the immediate superclass of Menu?**

MenuItem.

**47.What is the purpose of finalization?**

The purpose of finalization is to give an unreachable object the opportunity to perform any cleanup processing before the object is garbage collected.

**48.Which class is the immediate superclass of the MenuComponent class?**

Object.

**49.What invokes a threads run() method?**

After a thread is started, via its start() method or that of the Thread class, the JVM invokes the threads run() method when the thread is initially executed.

**50.What is the difference between the Boolean & operator and the && operator?**

If an expression involving the Boolean & operator is evaluated, both operands are evaluated. Then the & operator is applied to the operand. When an expression involving the && operator is evaluated, the first operand is evaluated. If the first operand returns a value of true then the second operand is evaluated. The && operator is then applied to the first and second operands. If the first operand evaluates to false, the evaluation of the second operand is skipped.

**51.Name three subclasses of the Component class?**

Box.Filler, Button, Canvas, Checkbox, Choice, Container, Label, List, Scrollbar, or TextComponent.

**52.What is the GregorianCalendar class?**

The GregorianCalendar class provides support for traditional Western calendars.

**53.Which Container method is used to cause a container to be laid out and redisplayed?**

validate() method is used to cause a container to be laid out and redisplayed.

**54.What is the purpose of the Runtime class?**

The purpose of the Runtime class is to provide access to the Java runtime system.

**55.How many times may an objects finalize() method be invoked by the garbage collector?**

An objects finalize() method may only be invoked once by the garbage collector.

**56.What is the purpose of the finally clause of a try-catch-finally statement?**

The finally clause is used to provide the capability to execute code no matter whether or not an exception is thrown or caught.

**57.What is the argument type of a programs main() method?**

A programs main() method takes an argument of the String[] type.

**58.Which Java operator is right associative?**

The = operator is right associative.

**59.Can a double value be cast to a byte?**

Yes, a double value can be cast to a byte.

**60. What must a class do to implement an interface?**

It must provide all of the methods in the interface and identify the interface in its implements clause.

**61.What method is invoked to cause an object to begin executing as a separate thread?**

The start() method of the Thread class is invoked to cause an object to begin executing as a separate thread.

**62.Name two subclasses of the TextComponent class?**

TextField and TextAre

**63.Which containers may have aMenuBar?**

Frame.

**64.How are commas used in the intialization and iteration parts of a for statement?**

Commas are used to separate multiple statements within the initialization and iteration parts of a for statement.

## 65.What is the purpose of the wait(), notify(), and notifyAll() methods?

The wait(), notify(), and notifyAll() methods are used to provide an efficient way for threads to wait for a shared resource. When a thread executes an objects wait() method, it enters the waiting state. It only enters the ready state after another thread invokes the objects notify() or notifyAll() methods.

## 66.What is an abstract method?

An abstract method is a method whose implementation is deferred to a subclass.

## 67.What is the relationship between the Canvas class and the Graphics class?

A Canvas object provides access to a Graphics object via its paint() method.

## 68.What are the high-level thread states?

The high-level thread states are ready, running, waiting, and dead.

## 69.How are Java source code files named?

If no public class or interface is defined within a source code file, then the file must take on a name that is different than its classes and interfaces. Source code files use the .java extension.

## 70.What value does read() return when it has reached the end of a file?

The read() method returns -1 when it has reached the end of a file.

## 71.Can a Byte object be cast to a double value?

No. An object cannot be cast to a primitive value.

## 72.What is the difference between a static and a non-static inner class?

A non-static inner class may have object instances that are associated with instances of the classes outer class. A static inner class does not have any object instances.

## 73.What is the difference between the String and StringBuffer classes?

String objects are constants. StringBuffer objects are not constants.

#### **74. If a variable is declared as private, where may the variable be accessed?**

A private variable may only be accessed within the class in which it is declared.

#### **75.What is an objects lock and which objects have locks?**

An objects lock is a mechanism that is used by multiple threads to obtain synchronized access to the object. A thread may execute a synchronized method of an object only after it has acquired the objects lock. All objects and classes have locks. A classes lock is acquired on the classes Class object.

#### **76.What is the Dictionary class?**

The Dictionary class provides the capability to store key-value pairs.

#### **77.How are the elements of a BorderLayout organized?**

The elements of a BorderLayout are organized at the borders (North, South, East, and West) and the center of a container.

#### **78.What is the % operator?**

It is referred to as the modulo or remainder operator. It returns the remainder of dividing the first operand by the second operand.

#### **79.Explain different way of using thread?**

The thread could be implemented by using runnable interface or by inheriting from the Thread class. The former is more advantageous, Because when you are going for multiple inheritance.the only interface can help.

#### **80. Difference between Swing and Awt?**

AWT are heavy-weight compoenets. Swings are light-weight components. Hence swing works faster than AWT.

#### **81.Difference between HashMap and HashTable?**

The HashMap class is roughly equivalent to Hashtable, except that it is unsynchronized and permits nulls. (HashMap allows null values as key and value whereas Hashtable doesnt allow). HashMap does not guarantee that the order of the map will remain constant over time. HashMap is unsynchronized and Hashtable is synchronized.

**82.What is HashMap and Map?**

Map is Interface and Hashmap is class that implements that.

**83.What is final?**

A final class cant be extended ie., final class may not be subclassed.  
A final method cant be overridden when its class is inherited. You  
cant change value of a final variable (is a constant).

**84.What if the main method is declared as private?**

The program compiles properly but at runtime it will give “Main  
method not public.” message.

**85.What if the static modifier is removed from the  
signature of the main method?**

Program compiles. But at runtime throws an error  
“NoSuchMethodError”.

**86.What if I write static public void instead of public  
static void?**

Program compiles and runs properly.

**87.What if I do not provide the String array as the  
argument to the method?**

Program compiles but throws a runtime error  
“NoSuchMethodError”.

**88.Can I have multiple main methods in the same class?**

No the program fails to compile. The compiler says that the main  
method is already defined in the class.

**89.Do I need to import javlang package any time? Why ?**

No. It is by default loaded internally by the JVM.

**90.Can I import same package/class twice? Will the JVM  
load the package twice at runtime?**

One can import the same package or same class multiple times.  
Neither compiler nor JVM complains abt it. And the JVM will  
internally load the class only once no matter how many times you  
import the same class.

**91.What is the default value of an object reference declared as an instance variable?**

null unless we define it explicitly.

**92.When can an object reference be cast to an interface reference?**

An object reference be cast to an interface reference when the object implements the referenced interface.

**93.What is the difference between a Window and a Frame?**

The Frame class extends Window to define a main application window that can have a menu bar.

**94.Which class is extended by all other classes?**

The Object class is extended by all other classes.

**95.Can an object be garbage collected while it is still reachable?**

A reachable object cannot be garbage collected. Only unreachable objects may be garbage collected.

**96.Is the ternary operator written x : y ? z or x ? y : z ?**

It is written x ? y : z.

**97.What is the difference between the Font and FontMetrics classes?**

The FontMetrics class is used to define implementation-specific properties, such as ascent and descent, of a Font object.

**98.How is rounding performed under integer division?**

The fractional part of the result is truncated. This is known as rounding toward zero.

**99.What happens when a thread cannot acquire a lock on an object?**

If a thread attempts to execute a synchronized method or synchronized statement and is unable to acquire an objects lock, it enters the waiting state until the lock becomes available.

**100.What is the difference between the Reader/Writer class hierarchy and the InputStream/OutputStream class hierarchy?**

The Reader/Writer class hierarchy is character-oriented, and the InputStream/OutputStream class hierarchy is byte-oriented.

**101.What classes of exceptions may be caught by a catch clause?**

A catch clause can catch any exception that may be assigned to the Throwable type. This includes the Error and Exception types.

**102. If a class is declared without any access modifiers, where may the class be accessed?**

A class that is declared without any access modifiers is said to have package access. This means that the class can only be accessed by other classes and interfaces that are defined within the same package.

**103.What is the SimpleTimeZone class?**

The SimpleTimeZone class provides support for a Gregorian calendar.

**104.What is the Map interface?**

The Map interface replaces the JDK 1.1 Dictionary class and is used to associate keys with values.

**105.Does a class inherit the constructors of its superclass?**

A class does not inherit constructors from any of its superclasses.

**106.For which statements does it make sense to use a label?**

The only statements for which it makes sense to use a label are those statements that can enclose a break or continue statement.

**107.What is the purpose of the System class?**

The purpose of the System class is to provide access to system resources.

**108.Which TextComponent method is used to set a TextComponent to the read-only state?**

setEditable().

**109. How are the elements of a CardLayout organized?**

The elements of a CardLayout are stacked, one on top of the other, like a deck of cards.

**110. Is &&= a valid Java operator?**

No. It is not a valid java operator.

**111. Name the eight primitive Java types.**

The eight primitive types are byte, char, short, int, long, float, double, and boolean.

**112. Which class should you use to obtain design information about an object?**

The Class class is used to obtain information about an objects design.

**113. What is the relationship between clipping and repainting?**

When a window is repainted by the AWT painting thread, it sets the clipping regions to the area of the window that requires repainting.

**114. Is “abc” a primitive value?**

The String literal “abc” is not a primitive value. It is a String object.

**115. What is the relationship between an event-listener interface and an event-adapter class?**

An event-listener interface defines the methods that must be implemented by an event handler for a particular kind of event. An event adapter provides a default implementation of an event-listener interface.

**116. What restrictions are placed on the values of each case of a switch statement?**

During compilation, the values of each case of a switch statement must evaluate to a value that can be promoted to an int value.

**117. What modifiers may be used with an interface declaration?**

An interface may be declared as public or abstract.

**118. Is a class a subclass of itself?**

A class is a subclass of itself.

**119.What is the highest-level event class of the event-delegation model?**

The javutil.EventObject class is the highest-level class in the event-delegation class hierarchy.

**120.What event results from the clicking of a button?**

The ActionEvent event is generated as the result of the clicking of a button.

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