1. Front end file uploading. How the file will be sent to server?
2. Serialization and its purpose
3. Parking lot design
4. SQL joins
5. Spring and Hibernate Integration
6. Spring request and session scopes
7. How do you form a rectangle with four co-ordinates ?
8. How to find the max. number of repeated element in an efficient way ?
9. How we can ensure or how we can able to know that records/data coming from cache or  database ? give justification
10. What is the signature of one log method (Eg. Outgoing()), what are the arguments we can pass, give the justification?
11. How I can pass the arguments dynamically for log statement ? what is the implementation for that ?
12. What is the ‘?’ in generics ? why we will use ? explain where you have used in your project
13. What are the features of java1.7 and java1.8 ?
14. Can we use catch{} block in try with resource feature of java1.7 and can we perform any operation in it?
15. Can I mock the singleton class using spring Mockito? Weather Mocking is possible or not ? If possible how I should mock using any other mocking frameworks ?
16. What is TDD, How we will test in this approach ? did you use any tool in this process
17. What is serialization and purpose of java serialization
18. We have option convert java object marshaling to  json and json un- marshaling  to  java object then why we need serialization
19. What is the significance of **volatile** key word
20. What is the difference of hash map and concurrent hash map and atom-macity in java
21. What are the java 8 features and explain those
22. How threads are managed is there any frame work and how it will work
23. How single-ton design pattern work explain
24. Factory pattern where you used
25. What is the difference between Rabbit MQ and other messaging services
26. Explain previous architecture
27. Explain micro service architural pattern
28. What is spring request and single-ton scopes

1. Controller is singleton or prototype, justify

2. Can controller be serialized, justify

2. How to access var args inside method

3. Explain previous architecture, questions based on it

4. Pagination in web services

5. How to handle SOAP header

6. What are scopes available in Spring, difference between request and prototype scopes

7. Can resource be accessed in catch block of trywithresource (java 1.7 feature)

1. Describe your latest project architecture. Challenges faced and how u resolved the issues and roles and responsibilities?
2. What is volatile and difference between synchronized and volatile?
3. What is ThreadLocal and explain briefly.
4. What is Thread pool? How can we create thread pool in java.
5. Dead lock
6. What is Checked Exception and Unchecked Exception?
   1. What is throw and throws and difference?
   2. How to create user defined exception
   3. Why we need user defined exceptions?
7. Collections
   1. How HashMap works internally?
   2. What are the new changes for HashMap in java8
   3. What is difference between Vector and ArrayList.
8. How binary search will work internally and elaborate more.
9. What is Inversion of control in Spring
10. What is JPA?
11. What is the configuration required for hibernate in spring config file
12. What changes are required, if we need to move from Oracle to Mysql.
13. Do you have any experience in JNDI Configuration.
14. Explain JVM memory (Metaspace) and Heap memory, young generation and eden space.
15. What is Garbage Collector and how  will come to know un wanted objects are cleared.
16. Which objects will go to garaged
17. How to make sure connection will close in hibernate config property?
18. What is big challenge you faced in entire career?
19. Describe your latest project architecture. Challenges faced and how u resolved the issues.
20. What is the purpose of Marker Interfaces like Cloneable, Serializeable etc.
21. How HashMap and ConcurrentHashMap internally works. (How hashing works, what happens there is a Hash-collision, Segmentation in CHashMap)
22. Spring Batch internals – as my latest project is using Spring Batch. SpringBatch read/process/write chunks, exception scenarios. Why to use SpringBatch?
23. Spring Core Bean scopes. How scope works with nested objects(Object Associations – Aggregation and Composition).
24. Threads – different implementations of ExecutorService in util.concurrent package
25. Different ways of achieving synchronization in java – synchronized methods and blocks, mutual exclusion using Object lock, ReEntrant Locks, Semaphores, Synchronized collections.
26. Code smells – give examples.
27. Microservice architecture,12 factor apps, Distributed transactions and 2 –way commits. [I mixed Google Cloud Platform while answering this. Preemtive machines,load balancing, various databases for Petabytes of data, Containers like kubernetis along with dockers for deployments,scalability,availability etc ]
28. Clean code practices. How do you follow? – Sonar,PMD
29. Unit testing. How u test ur controllers,how to test a Singleton class.
30. Manager asked questions related to – Code refactoring, Code review, Team Handling

1.Why mongo dB?

2.What is the advantage of using it?

3.MultiThreading using executor

4.How to get result from thread after executing

5.Callable and future in java 1.8

6. What are the design patterns we have used and explain them. Please prepare examples for that in java API.

7.Sorting algorithms and Best and Worst complexities of it( Any three sorting algorithms are fine)

8.Sql basic queries

9.What is difference between Persist and save in Hibernate

10.What is difference between Merge and Update in hibernate

11.Write a program to remove duplicate letters from string without using data structures

1. Draw your project architecture and explain?

2. What is difference between Queue and Topic?

3. How can you convert JMS message object into json?

4. Did you work on Rabbit Mqs?

5. What are OOPS Concepts and explain?

6. What is try-with-resources and explain automatic resource management handling?

7. What is suitable data structure for Lift lobby algorithm and explain how can you implement?

8. What are interfaces and services required to design School management application and explain its purpose?

10. Explain wait,notify and notifyAll methods

11. What is ReentrantLock?

12. What is producer-Consumer problem?

13. Difference between List and LinkedList?

14. Internal implementation of HashMap?

15. Write your own immutable class

16. Write a method to find factorial of a number using recursive function

17. Why String is immutable?

18. java8 features

19. Explain singleton design pattern and how can you implement double locking?

20. Explain Factory design pattern and what are factory methods in java api?