**Interview Questions**

01.What is class? Class is blue print from which individual objects or created.

02.What do you mean by inheritance? Or What is inheritance?

Inheriting the properties of super class to the subclass.

03.Which are the types of inheritance?

* Single level inheritance
* Multilevel inheritance
* Multiple inheritance
* Hierarchical Inheritance
* Hybrid inheritance

04.What is use of static keyword?

* It can be accessed without creating object.
* It is loaded before class

05.What do you mean by constructor?

Constructor is special type of method. Which contains same name as class contains, it is used to initiate the objects. It does not have any return type

06.Tell me the types of constructors.

* Default Constructor
* Parameterized Constructor

07.What are the different ways of creating objects in Java?

* Using new keyword
* Using clone

08.What is use of instanceof operator?

It is used to create objects. It is also one of the way to create object.

09.What are checked and unchecked exceptions?

* Checked exception are identified during compilation
* Unchecked exception are checked during run-time

10.What are different types of Checked exceptions?

* ClassNotFoundException
* IOException
* FileNotFoundException

11.What are different types of Unchecked exceptions?

* ArithmeticException
* ArrayIndexOutOfBoundException
* NumberFormatException
* NullPointerException

12.Explain the use of “throws” keyword?

It is used to throw multiple exception.

13.How to create user defined exception?

By extending exception.

For eg: public class MyException extends Exception{

}

14.Can you explain the finally keyword?

Finally is irrespective of whether the exception occurs or not.

Actually **finally** is a **block** and **final** is **keyword.**

15.What is default value of static word?

Zero(0).

16.What is interface and its use?

It doesn’t contain any implementation.

It is use to set standard.

17.What are marker interface? Can you list out some marker interfaces?

It is a empty interface with no fields, methods, constants etc.,

* Serializable interface
* Remote interface
* Cloneable interface

18.What are wrapper objects? List out some of the wrapper objects.

Conversion of primitive datatypes into objects is called wrapper objects.

* Integer
* Boolean
* Double
* Long
* Short
* Character

19.What is boxing and unboxing?

Boxing conversion of primitive datatypes to wrapper class where as **unboxing vice versa**

20.Which is cosmic super class for all the java classes?

Object class

21.What are methods of Object super class?

* toString()
* clone()
* equal()
* wait()
* finalize()

22.What is use of this() keyword?

It is used to refer for current class

23.What is use of super() keyword?

It is used to call super class method.

24.What is serialization? How to achieve it?

Used to convert java code object into byte stream. It is achieved by implementing the serializable.

25.What is use of transient keyword?

It ignore the members in the process of serialization.

26.What is shallow cloning? How to achieve it?

Copy of the existing object which points to same heap memory.

It is achieved using clone().

27.What are the properties of HashSet?

* Unordered
* Unique key
* Use hashing techniques to store

28.Explain Comparator and Comparable interface.

Comparator provides compare() to sort the elements, multiple elements sort at a time.

Comparable provides compareTo() to sort the elements, single elements sort at a time.

29.How to convert List to Array and vice-versa?

* Array to list: List<Book03> book = new ArrayList<Book03>();
* list to Array: List<Integer> myList = Arrays.asList(76, 23, 91, 45, 21, 82);

30.How to achieve inheritance in Java?

Using extend keyword.

31.Which collection provides the sorted collection?

Sorted set.