- 1. Practice collection
- 2. What is the checked exception and unchecked exception in Java, could you give one example?
- 3. Can there be multiple finally blocks?
- 4. When both catch and finally return values, what will be the final result?
- 5. What is **Runtime/unchecked exception**? what is Compile/Checked Exception?
- 6. What is the difference between **throw** and **throws**?
- 7. Run the below three pieces codes, Noticed the printed exceptions. why do we put the Null/Runtime exception before Exception?

```
1
    public class Main {
 2
        public static void main(String[] args) {
 3
             int a = 0;
            int b = 3
 4
 5
             String s = null;
 6
             try {
                 System.out.println(b / a);
 8
                 System.out.println(s.equals("aa"));
                 throw new RuntimeException();
 9
             } catch (ArithmeticException e) {
10
11
                 e.printStackTrace();
12
             } catch (NullPointerException e) {
                 e.printStackTrace();
13
14
             } catch (RuntimeException e) {
15
                 e.printStackTrace();
             } catch (Exception e) {
16
17
                 e.getMessage();
18
             }
19
20
             System.out.println("End ...");
21
        }
22
    }
23
24
    public class Main {
        public static void main(String[] args) {
25
26
             int a = 0;
27
            int b = 3
             String s = null;
28
29
             try {
30
                 // System.out.println(b / a);
                 System.out.println(s.equals("aa"));
31
                 throw new RuntimeException();
32
             } catch (ArithmeticException e) {
33
34
                 e.printStackTrace();
```

```
35
             } catch (NullPointerException e) {
36
                 e.printStackTrace();
37
             } catch (RuntimeException e) {
                 e.printStackTrace();
38
             } catch (Exception e) {
39
40
                 e.getMessage();
41
             }
42
43
             System.out.println("End ...");
44
        }
45
    }
46
47
    public class Main {
48
        public static void main(String[] args) {
49
             int a = 0;
             int b = 3
50
51
             String s = null;
52
             try {
53
                 // System.out.println(b / a);
54
                 // System.out.println(s.equals("aa"));
55
                 throw new RuntimeException();
56
             } catch (ArithmeticException e) {
                 e.printStackTrace();
57
58
             } catch (NullPointerException e) {
59
                 e.printStackTrace();
             } catch (RuntimeException e) {
60
61
                 e.printStackTrace();
62
             } catch (Exception e) {
                 e.getMessage();
63
64
             }
65
66
             System.out.println("End ...");
67
        }
68
    }
```

- 7. What is **optional**? why do you use it? write an optional example.
- 8. Why finally always be executed?
- 9. Practice collection problems here: https://github.com/TAIsRich/chuwa-eij-tutorial/tree/main/02-java-core/src/main/java/com/chuwa/exercise/collection
- 10. What are the types of design patterns in Java?
- 11. What are the **SOLID** Principles?
- 12. How can you achieve thread-safe singleton patterns in Java?
- 13. What do you understand by the Open-Closed Principle (OCP)?

- 14. Liskov's substitution principle states that if class B is a subtype of class A, then object of type A may be substituted with any object of type B. What does this actually mean? (from OA) choose your answer.
 - 1. It mean that if the object of type A can do something, the object of type B could also be able tp perform the same thing
 - 2. It means that all the objects of type A could execute all the methods present in its subtype B
 - 3. It means if a method is present in class A, it should also be present in class B so that the object of type B could substitute object of type A.
 - 4. It means that for the class B to inherit class A, objects of type B and objects of type A must be same.
- 15. Watch the design pattern video, and type the code, submit it to **MavenProject** folder

singleton: https://www.bilibili.com/video/BV1Np4y1z7BU?p=22

Factory: https://www.bilibili.com/video/BV1Np4y1z7BU?p=35&vd_source=310561eab1216a27f7accf859bf7f6 https://www.bilibili.com/video/BV1Np4y1z7BU?p=35&vd_source=310561eab1216a27f7accf859bf7f6

Builder: https://www.bilibili.com/video/BV1Np4y1z7BU?p=50&vd_source=310561eab1216a27f7accf859bf7f6

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