

* Mock Questions

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Date	

- 1) concept of threadpool.
- 2) Difference between Predicate & consumer.
- 3) concept of memory leakage in java
- 4) what is try with resource.
- 5) Difference between abstract class & interface
- 6) can we create instance of abstract class.
- 7) difference betwⁿ linkedhashset & Treemap.
- 8) what is natural sorting & custom sorting.
- 9) difference between comparable & comparator
- 10) concept of propagation of exception. &
- 11) how to achieve propagation of exceptⁿ.
- 12) difference between throw & throws keyword
- 13) difference between static inner class & instance inner class.
- 14) can we declare anonymous class inside another class.
- 15) difference between method overloading & method overriding. (where it is happen).
- 16) how does static keyword play ^{role} in class level locks.
- 17) difference between this level, class level & instance level synchronization.
- 18) what is JIT compiler.
- 19) what are types of classloaders in java & which classloader loads custom classloaders
- 20) can we change name of main method.
- 21) can we override main method, can we overload the main method.
- 22) can we over
- 23) Explain default, static method in interface.
- 24) why we can't override static method.

- 25) Types of constructors.
- 26) Concept of constructor injection.
- 27) difference between private or final constructors or can we make constructors as private or final.
- 28) JVM. memory architecture.
- 29) what is hashing algorithm. & avalanche effect
- 30) explain hash collision & how to prevent from hash collision.
- 31) difference between `==` & `.equals()` in java.
- 32) what is exclusive & mutual synchronization in java.
- 33) difference between final, `finalize()` & finally.
- 32) concept of garbage collection.
- 33) difference between local, global & static variable.
- 34) explain `System.out.println()`;
- 35) why string is final class.
- 36)

```
String s = "ABC";  
s = "DEF";
```


how many instance are created? & what is the value of s.
- 37) what are the functions to avoid hash collision.
- 38) what are the difference between character array & String.
- 39) what is Jagged array.
- 40) what is deep copy & shallow copy & reference copy.
- 41) what is cloneable? what is marker interface.
- 42) what was the need to add static & default methods in interface.
- 43) how do we make arraylist immutable.
- 44) what is hybrid inheritance.

- 45) what is hierarchical inheritance.
- 46) what diamond problem.
- 47) what is sleep() & join() method in thread & which exception they throw.
- 48) why it's good practice to implements Runnable over extending thread.
- 49) how do we achieve multiple inheritance
- 50) what is constructor jumping
- 51) what is this & super keyword.
- 52) root class in java
- 53) methods in object class
- 54) what is setPriority() method in multithreading.
- 55) what are static & ^{instance} default methods in java.
- 56) what is runnable & comparable.
- 57) what is boxing & unboxing in java.
- 58) what is priorityQueue & Dequeue. in java.
- 59) what is difference between stack & queue.
- 60) what is oldergeneration & younger generation in garbage collection.
- 61) what is System class in java.
- 62) what is RegEx in java.
- 63) can you change return type of method in overriding.
- 64) If we create a constructor in with no argument & nothing inside body then is it default constructor.
- 65) explain backward compatibility.
- 66) what is Stackoverflow error in java.
- 67) why don't we use custom classes as key in map?
- 68) how does hashmap work?
- 69) difference between arraylist & linkedlist.
- 70) what is Set interface in Java.

71) Types of Synchronization.

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