**JAVA**

1. why we go for java? (Or) Features of java?
2. What is platform independent?
3. What is open source?
4. Difference between JDK, JRE, JVM? (or) Components of java (or) Terminologies of Java
5. What is the latest version of JDK and which version you are using in your project?
6. What is the latest version of eclipse and which version you are using in your project?
7. What type of tool you are using in your project to execute java?
8. What gives Java it's "write once and run anywhere" nature?

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**OOPS**

1. Define oops
2. Difference between class, method, object?
3. Where object stores?
4. How to access one class method in to another package in different package?
5. Coding standard to create project, class, method, package and object?
6. What is default package in java?
7. What is the super class of all java class?

***Encapsulation***

1. What is encapsulation?

***Inheritance***

1. What is mean by inheritance?
2. Why we go for inheritance?
3. Types of inheritance and explain all types?
4. What is mean by multiple inheritance, why java won't support multiple inheritance?
5. Difference between hybrid and hierarchical inheritance
6. Difference between multiple and multilevel inheritance

***Polymorphism***

1. What is mean by polymorphism?
2. Method Overloading (or) Static binding (or) Compile time polymorphism
3. Method Overriding (or) Dynamic binding (or) Run time polymorphism

***Abstraction***

1. What is mean by Abstraction?
2. Difference between Abstract class and interface?
3. What is mean by abstract method?
4. Can we create object for abstract class?
5. Default access specifier and modifier for abstract methods in interface?
6. How will achieve multiple inheritance in java, write a code for that?
7. Can we have private methods in Interface?

**Data types and Variables**

1. What is data type?
2. What are the data types available in java?
3. What all the size of int, byte, short, long, float, double, char?
4. What all the default value of int, byte, short, long, float, double, char, String, boolean?
5. How may digit can int allow?
6. How may digit can short allow?
7. How may digit can long allow?
8. How may digit can byte allow?
9. How will you find the size of datatype?
10. Difference between datatypes and variable?
11. What is difference between primitive and non primitive datatypes?
12. What all the types of variable
13. Local variable
14. Global variable/ Instance variable
15. Static variables/ Class variables
16. Where local, global and static variable stores
17. What is wrapper class

**Access Specifier and Modifier**

1. Access specifier
2. Access modifier
3. What is the use of access specifier and types?
4. Difference between public and protected?

**Control Statement**

1. What is difference between break and continue?
2. Whether we can use continue statement in switch?
3. What is mean by control statement and types?
4. What is mean by for loop?
5. Can you explain about for loop execution process?
6. What is difference between while and do-while?
7. What is the use of default keyword in switch?
8. Difference between for and while loop?
9. Difference between normal for loop and enhanced for loop
10. Difference between break, continue, System.exit(0)?

**String**

1. What is mean by string?
2. Methods available in string
3. How to find length of the string?
4. How to find particular character in string?
5. How to split the string?
6. What is String pool constant
7. What is difference between literal String and non-literal string?
8. What is mutable and immutable string?
9. Difference between StringBulider and StringBuffer?
10. Method name to identify memory location?
11. What is difference between charAt() and contains() method?
12. What is the return type of compareTo()
13. Where the Literal String and non-literal String stores?
14. What is mean by ASCII value?

**Array**

1. What do you mean by an array and How to create an Array?
2. Can you change size of array once created?
3. Is it legal to initialize an array int i[] = {, , , , }
4. Advantages and disadvantages of Array?
5. Can we change the size of an array at run time?
6. Can you declare an array without assigning the size of an array?
7. What is the default value of Array?
8. How to print element of Array?
9. How to compare Two Arrays?
10. How to sort an Array?
11. Can we declare array size as a negative number?
12. Can we add or delete an element after assigning an array?
13. How to convert Array to List and List to Array
14. Can we use Generics with the array?

**Collection**

1. What is collection and explain about types?
2. What is the difference between ArrayList and Vector?
3. What is the difference between ArrayList and LinkedList?
4. Describe the Collections type hierarchy. What are the main interfaces, and what are the differences between them?
5. Difference between collection and collections
6. Explain about user defined list?
7. what is difference between Set and List?
8. How will you iterate list?
9. How will you iterate set?
10. What is the difference between HashSet, Linked Hashset and TreeSet ?
11. How to convert List into Set
12. Difference between remove all() and retain all()
13. Difference between add(index,value) and set(index,value)
14. What is map?
15. What is difference between Hash Map and Hash Table?
16. What is difference between set and Map?
17. What are the classes implementing List interface?
18. Which all classes implement Set interface ?
19. Explain about user defined Map?
20. How null allows in below maps:

HashMap :k?,v?

LinkedHashMap :k?,v?

TreeMap :k?,v?

HashTable :k?,v?

1. How to Iterate Map ?
2. Return type entrySet?
3. Method to print only keys in Map
4. Method to print only values in Map
5. Method to print only keys in Map by iteration
6. Method to print only values in Map by iteration

**Constructor**

1. What is mean by constructor and types?
2. Explain the types of constructor?
3. Can you overload constructor?
4. Can you override constructor?
5. Do constructors have any return type?
6. Syntax for creating constructor?
7. What are the rules for defining a constructor?
8. Why a return type is not allowed for constructor?
9. Can we declare constructor as 'private'?
10. Why a compiler given constructor is called as default constructor?
11. What is constructor chaining and how can it be achieved in Java?
12. Can we use this() and super() in a method?
13. What are the common uses of "this" keyword in java?

**Exception**

1. what is Exception?
2. Explain about types of Exception?
3. Difference between checked exception and unchecked exception?
4. What are the differences between exception and error?
5. What is the super class for Exception and Error?
6. Exceptions are defined in which java package
7. What is throw keyword in java?
8. How to write user defined exception or custom exception in java?
9. What are the differences between throw and throws?
10. What are the Exception Handling Keywords in Java?
11. Explain Java Exception Hierarchy?
12. How to create custom Exception?

**Scanner Class**

1. What is use of scanner class?
2. What are the different methods available in Scanner class?
3. Scanner class is under which package?
4. Difference between next() and nextLine()?

**Extra**

1. Whether java is fully object oriented?
2. Explain main method?
3. Main method as private
4. Main method as final
5. Main method as -> static public void main(String[]args)
6. Main method as -> public void static main(String[]args)
7. Can we overload the main() Method?
8. Can we Overload the methods by making them static?
9. Why is method overloading not possible by changing the return type in java? ( example)
10. Can we use this() and Super () Keyword both in a constructor?
11. Advantages and Disadvantages in Java?
12. What is Difference between Java Constructor and Method?
13. How many Types of Memory Areas are allocated by JVM?
14. Before Main method Which Block will be Executed?
15. Static block, non-static block, Constructor, Static method, normal method execution order.
16. Can static block exist without a main() method?
17. Difference between Dynamic memory and Static Memory ?
18. In interface, can we make method as static?
19. In interface, can we make method as final?
20. Predefined final classes in Java
21. How will you execute both parent class method and overridden child class method in Method overriding?
22. Types of memory in JVM
23. Difference between this and this()
24. Can we overload static methods in java
25. Can we override static methods in java
26. Difference between final, finally and finalize();
27. Why string is immutable in java?
28. How to convert immutable string into mutable one?
29. Can we have try block without catch block?
30. Can we write multiple catch blocks under single try block?
31. What are the different ways to print exception message on console?
32. Can we write return statement in try and catch blocks?
33. Can we write return statement in finally block?
34. What is upcasting and downcasting
35. Difference between ArrayList li=new ArrayList() and List li=new ArrayList()