

INTERVIEW QUESTIONS AND ANSWERS

1. What is JVM?

JVM stands for Java Virtual Machine. It is the software which accepts byte code as its input and produces machine level code as its output

2. Is the bytecode platform dependent?

Bytecode is platform Independent, this bytecode can be executed on different platforms using Java virtual machines.

3. Is the JVM platform dependent or independent? Why?

Platform dependent, because it is coded in C language to increase the execution speed of JVM.

4. How does java achieve platform-independence?

Java Compiler converts HLL to Byte code which is neither HLL nor MLL it is ILL, this byte code is executed by Java virtual machine which will convert byte code to machine level language

5. How does Java enable high performance?

Java uses Just-In-Time compiler to enable high performance. Just-In-Time compiler is a program that turns Java bytecode, which is a program that contains instructions that must be interpreted into instructions that can be sent directly to the processor.

6. What is JIT?

JIT stands for Just In Time Compiler. It is part of the JVM. Compilation would be done during the execution of a program at runtime. It usually runs more quickly in the computer because it compiles the bytecode into platform-specific executable code that is immediately executed. JIT compiler is enabled

by default. When a method has been compiled, the JVM calls the compiled code of that method directly instead of interpreting it.

7. What is meant by orientation?

Orientation refers to Perspective (or) Point of view (or) the way of we look at the thing

8. What is meant by object orientation?

Looking at this world as the collection of objects is called as object orientation.

9. Explain a few key points associated with an object oriented programming with respect the real world?

- The whole world is a collection of objects.
- There is no useless object, all objects are useful objects only.
- Objects are not in isolation rather they are in constant interaction between them.
- All objects belong to a particular category called class. Class does not exists in reality rather it is blue print. However, objects exist in reality
- Every object would be having has part(properties) and does part(behavior)

10. What is a class and object?

Class is a blueprint. Using the class, JVM creates an object. A class does not exist in reality

Object is a real world entity which has a physical existence. An object is created by the JVM by referring to the class.

11.What is the difference between compiler and interpreter?

Compiler	Interpreter
All the statements present in the program are compiled	Only the current statement is interpreted
All the statements in program are loaded onto the ram	Only the current interpreted statement would be loaded onto the ram.
Program execution is fast	Program execution is slow

12.What is the difference between c++ and java?

C++	Java
C++ is a platform dependent language.	Java is platform-independent.
C++ is a compiled language.	Java is a compiled as well as an interpreted language.
It supports both procedural programming and object-oriented programming.	It supports object-oriented programming models.
C++ supports pointers, unions, operator overloading and structure.	Java does not support pointers, unions, operator overloading and structure.

13.What is object-oriented Programming?

14.What is an object?

15.Define classes in JAVA?