8.What is a Class and What is an Object?

Ans: A Class is a blueprint from which object is created. class is a keyword that declares a new class definition.

Syntax: class Classname{// body of the class

}

An object in java is the real world entity which has its own property and behavior.

Syntax: Classname object=new classname();

9.Constructor is also a collection of statements, that are executed when an object is created . Constructor’s are used to initialize the object state. Constructor must have the same name as a class name .

There are two types of constructors 1:Default Constructor.

2.Parameterized Constructor.

10.Code for a Defualt Constructor for a class called “Office”?

Class office

{

Class office body;

}

Office() // default constructor same name as class name

{

}

11. What does the Implements keyword do?

Ans: Implement is a keyword which inherit the properties from the two parent classes.

12.The Three places “final” keyword used in:

Declaring the variables as final.

Declaring the method as final.

And can declare the Class as Final.

13.The 4 Concepts of OOPS are:

Inheritance, Data Abstraction, Encapsulation, Polymorphism.

14.What is the First thing that runs when Class is Instantiated?

Ans: An object will be created as instantiated to the class with “new” keyword and can call the constructor class.

15.Method OverLoading is defining more than one method with same or different method names and can pass the same or different parameters in the methods within the same class.

16.Difference between Interface and Abstract?

Interface Implements , its nothing but inheriting the properties from two parent classes.

Abstraction is hiding of the data. A class that declares abstract is known as abstract class , in which we don’t create objects for the abstract class.

17.What does the void keyword means ? where it is used?

Ans: Void returns no datatype. It is used to return nothing when declaring the fields , methods, classes etc.

18.What is Overloading ? how it is done?

Ans: Overloading is creating more than one method by adding parameters to the methods, which can be same or with different names within the class .

If the method name is same as class name constructor overloading.

If the method name is different from class is called method overloading.

19. How do you Override a Static Method in java?

Ans: By creating sub/ child classes to the parent classes in which static method is written and by extending the parent class and override the static methods in sub class.

20. What are access modifiers in java? Diff between local and static var.

Ans: a) access modifiers are keywords used to restrict the access of a class, data member and constructor. there are 4 types :

Public, private, default, protected.

b) The Variables which are created inside the method of a class called “local Variable”. The variables which are created inside of the class but outside of the methods are called “Instance or Static Variables”.

22.a) Difference between Constructors and Methods in java?

Constructors are used to initialize the objects.

Constructors must have same name as class.

Constructors can be overload with same name with parameters.

Two types of constructors are there:

Default Constructor(no parameters)

Parameterized Constructor(with parameters).

Methods are the collection of statements.

Methods will have same or different method names with

different parameters, by giving different data types.

Methods are of two types : Method Overloading, Method Overriding.

22.b) Difference between “this” and “super” keywords?

The keyword “this” is used to access the variables and methods of the current class.

The keyword “super” is used to access the variables and methods of the parent class from sub class.

23. Method Overloading: A feature that allows the class to have two or more methods with same method names but different parameters.

It is also called as Static or Compile time polymorphism.

Ex:

Class Sum

{

Int add(int a, int b)

{

return a+b;

}

Int add(int a, int b, int c)

{

Return a+b+c;

}

Class MethodOverLoading

{

Public static void main(String args[])

{

Sum s=new sum();

System.out.println(s.add(10,30));

System.out.print(s.add(2,4,5));

}

}

Output:40,11.

Method Overriding: A process in which overriding the method at runtime is called method overriding .

It is called as Dynamic or Runtime polymorphism.

Ex:

Class Animal

{

Void eat()

{

System.out.println(“Animal eating”);

}

Class Lion extends Animal

{

Void roar()

{

System.out.println(“Lion is a big Roaring Animal”);

}

Void eat()

{

System.out.println(“Lion is Eating meat”);

}

}

Public class MethodOverriding

{

Public static void main(String args[])

{

Animal a=new Lion();

a.eat();

a.roar();

}

}

Output: Lion is eating meat

Lion is a big Roaring Animal.