1. what is design pattern .
2. what compiletime polymerphism and runtime polymerphysm.
3. what is marker interface.
4. diffrence between jdbc and hibernater.
5. what is o-r-m .

string question

String s=”random”;

System.out.println(s=”random”);

//tell me this answer

6.what Is kafka and how kafka working .

7.which mechanism followed by kafka.

6.what is HashMap and how to use iterator in HashMap.

8.how to integrate with Restapi.