JAVA SUGGESTIONS

1. Significance of public static void main (strings args[])

2. Relationship between class and object

3. Basic principles of object oriented programming language

4. Short note on JVM, JRE, JDK

5. Why is Java platform independent?

6. What is the use of static keyword in java?

7. static nested class vs non-static nested class

8. Dynamic method dispatch (short note)

9. Method overloading vs method overriding

10. Inheritance vs aggregation

11. Types of inheritance

12. What is upcasting?

13. Abstract class vs interface

14. What is package? How we create a user defined package?

15. What is the concept of static import in java?

16. Error vs exception

17. Checked vs unchecked exception

18. Use of try, catch, throw, throws, finally.

19. final vs finally vs finalize

20. Use of super keyword

21. Scanner vs BufferedReader class

22. Significance of the line: String class object are immutable in nature.

23. How we can achieve mutable String in java

24. String buffer vs string builder

25. What is thread?

26. Thread life cycle,

27. Sleep vs wait method

28. Notify and notify all

29. Synchronization block in java

30. How we can achieve multiple thread in java? Which approach is better?

31. Applet vs application

32. Describe Applet tag

33. Applet lifecycle

34. What is a constructor, use of a constructor, constructor overloading?

35. Method vs constructor