1. What is conditional statement?

A conditional statement is a statement that computer programming language used to decide which code has to be run when the true condition is met or which code has not to be run when the true condition is not met.

1. Write the syntax of switch case statement?

switch(expression)

{

case value:

break;

case value:

break;

default:

// Statements

}

1. Write the difference between break and continue statement?

| **BASIS FOR COMPARISON** | **BREAK** | **CONTINUE** |
| --- | --- | --- |
| Task | It terminates the execution of remaining iteration of the loop. | It terminates only the current iteration of the loop. |
| Control after break/continue | 'break' resumes the control of the program to the end of loop enclosing that 'break'. | 'continue' resumes the control of the program to the next iteration of that loop enclosing 'continue'. |

1. What is looping statement?

**Looping statement** are the statements execute one or more statement repeatedly several number of times. In java programming language there are three types of loops; while, for and do-while.

1. Write the difference between while and do-while statement?

The main difference between a while loop and do while loop is that while loop check condition before iteration of the loop. On the other hand, the do-while loop verifies the condition after the execution of the statements inside the loop.

1. What is array? How it is created?

Arrays are used to store multiple values in a single variable, instead of declaring separate variables for each value. To declare an array, define the variable type with square brackets: String[] cars; We have now declared a variable that holds an array of strings.

1. What is class?

A class is a user defined blueprint or prototype from which objects are created. It represents the set of properties or methods that are common to all objects of one type.

In general, class declarations can include these components, in order:

**Modifiers:** A class can be public or has default access (Refer this for details).

**Class name**: The name should begin with an initial letter (capitalized by convention).

**Superclass (if any):** The name of the class’s parent (superclass), if any, preceded by the keyword extends. A class can only extend (subclass) one parent.

**Interfaces (if any):** A comma-separated list of interfaces implemented by the class, if any, preceded by the keyword implements. A class can implement more than one interface.

**Body:** The class body surrounded by braces, {}.

1. What is constructor?

A constructor in Java is a special method that is used to initialize objects. The constructor is called when an object of a class is created.

1. What is the use of copy constructor?

A copy constructor in a Java class is a constructor that creates an object using another object of the same Java class. That's helpful when we want to copy a complex object that has several fields, or when we want to make a deep copy of an existing object.

1. What is the use of this keyword?

The ‘this’ keyword in java is a reference to the object of the current class using it we can refer a field, method, or constructor.

1. What is method over loading?

Method overloading is a feature that allows a class to have more than one method having the same name but the arguments values should be different.

1. What is a static variable?

A static variable is common to all the instances of the class because it is a class level variable. A single copy of static variable is created and we can share among all the instances.

1. What is access modifier?

Access modifiers specifies that which classes can access the given classes and its fields, constructors, methods. They are private, public, default, protected.

1. What is the difference between static and instance methods?

|  |  |
| --- | --- |
| Static methods | Instance methods |
| These methods in java can be called without creating an object by class name. | These methods in java can be accessed by creating the object |
| They can be shared among all the objects from the class | Every individual object created from the class has its own copy of the instance methods. |
| Static methods cannot be overridden | Instance methods can be overridden |

1. What is an object and how it is created?

An object in java is created based on its class. In java the ‘new’ keyword is used to create new objects.

E.g. public class Institute

{

Public print (String name)

{

System.out.print(name);

}

Public static void main (String [] args)

{

Institute obj = new Institute(“Rahul”)

}

}