Q1:

**Java SE** = **Standard Edition** : This is the core Java programming platform. It contains all of the libraries and APIs that any Java programmer should learn (java.lang, java.io, java.math, java.net, java.util, etc...).

**Java EE** = **Enterprise Edition** : The Java platform (Enterprise Edition) differs from the Java Standard Edition Platform (Java SE) in that it adds libraries which provide functionality to deploy fault-tolerant, distributed, multi-tier Java software, based largely on modular components running on an application server.

In other words, if your application demands a very large scale, distributed system, then you should consider using Java EE. Built on top of Java SE, it provides libraries for database access (JDBC, JPA), remote method invocation (RMI), messaging ([JMS](http://en.wikipedia.org/wiki/Java_Message_Service)), web services, XML processing, and defines standard APIs for Enterprise JavaBeans, servlets, portlets, Java Server Pages, etc...

**Java ME** = **Micro Edition** : This is the platform for developing applications for mobile devices and embedded systems such as set-top boxes. Java ME provides a subset of the functionality of Java SE, but also introduces libraries specific to mobile devices. Because Java ME is based on an earlier version of Java SE, some of the new language features introduced in Java 1.5 (e.g. generics) are not available.

B\_

Static and final both are the keywords used in Java. The static member can be accessed before the class object is created. Final has a different effect when applied to class, methods and variables.

**static** is keyword is used to define the class member that can be used independently of any object of that class.

**Final** keyword is used to declare, a constant variable, a method which can not be overridden and a class that can not be inherited.

C\_

**checked and unchecked exception : The difference** is that the checked exceptions are checked at compile-time while unchecked exceptions are checked at runtime.

D\_

**Throws :** is used to declare an exception, which means it works similar to the try-catch block. On the other hand

**Throw :** keyword is used to throw an exception explicitly.

E\_

**Text Files** : Text files are special subset of binary files that are used to store human readable characters as a rich text document or plain text document. Text files also store data in sequential bytes but bits in text file represents characters.

Text files are less prone to get corrupted as any undesired change may just show up once the file is opened and then can easily be removed.

Text files are of two types:

1. **Plain text files**
2. **Rich text files**

**Binary File** : Binary file are those typical files that store data in the form of sequence of bytes grouped into eight bits or sometimes sixteen bits. These bits represent custom data and such files can store multiple types of data (images, audio, text, etc) under a single file.

Binary file can have custom file formats and the developer, who designs these custom file formats, converts the information, to be stored, in bits and arranges these bits in binary file so that they are well understood by the supporting application and when needed, can easily be read by the supporting application.