1. Have good command in Collections
   1. Internal datastructure of Arraylists
   2. in which situations LinkedList better than ArrayList
   3. how does HashSet identify duplicate objects
   4. How is ConcurrentHashSet better than Hashtable
   5. Criteria to decide different collection
   6. How synchronized used in collection API
   7. Write a piece of code to retrive collection in java.For Hash Map and Hashtable
   8. Hashmap its internal implementation
   9. Write a program sort Employee record? how to use hash code and equals method
   10. How to prevent race condition in HashMap?
   11. What is the datastructure of HashMap?
   12. What is hash code and hash value of a bucket?
   13. How to display linklist data
   14. What will happen if you did not override hashcode and equals method?
   15. How will you override equals method for your class(Employee)?
   16. Explain Hashing technique? What is collision in hashing ?how will u over come collision in hashing technique?
   17. How will you make sure that key returns unique hashcode in hashmap
   18. What are factors that affect the performance the Hash Map?
   19. Difference between linkedhashmap and hashmap
   20. What do generics do in Collections
   21. How does HashMap work internally? What needs to be done to make user specified object as key
   22. How does LinkedList work internally
   23. Can you implement add() and get() methods for LinkedList?
   24. Draw the hierarchical diagram of collection framework.
   25. What all the collection classes/interfaces have you used in your project?
   26. Do you know about list implementation. Or how List is implemented in java.
2. Have good command over everyday use design patterns
   1. Questions related to immutability
   2. Questions related to singleton
   3. Questions related to Factory, Abstract Factory
   4. Abstract factory pattern
   5. What is strategic design pattern?
   6. What all design patterns you used. What is factory design pattern. Write a sample to use Factory pattern
   7. Explain Decorator design pattern?
   8. Few more related scenario based questions on design patterns
   9. What is static factory pattern and write its implementation?
   10. How to create singleton class?
   11. How will you make your singleton class as threadsafe?
   12. Can you please write piece of code for : Factory, Observer and Strategy patterns?
3. Have decent knowledge on working of Threads
   1. Thread lifecycle
   2. Wait/notify methods
   3. Importance of synchronized and volatile keywords
   4. Why we call thread. Start (), not thread.run (), what will happen and How it is implemented?
   5. Write a snippet of code for singleton design pattern?
   6. Write a program to create and start a thread?
   7. Why we need two method Start and Run in thread?
   8. Some knowledge on concurrent package
   9. What is Multithread and deadlock?
   10. How do you instantiate thread
   11. What is synchronization?
4. Have good knowledge on OOPs concepts
   1. Scenario based questions on abstraction
   2. Scenario based questions on polymorphism
   3. What is overriding?
   4. Is it possible to override methods if we change the return type of methods?
5. Have working knowledge of IO package
   1. How to handle large files(read/write) in Java
   2. Basic scenario based questions on file handling
6. Have decent knowledge of Spring
   1. Lifecycle of spring bean
   2. IOC and DI concept
   3. Autowiring and scope of beans
   4. Database handling (Templates and Transaction Management) in Spring
   5. Spring MVC
   6. Configuring spring with hibernate
   7. What do you understand by Dependency Injection?
   8. What are different scopes of Spring Bean?
   9. what is the difference between Application context and Beanfactory ?
   10. What are the different implemented class of Application context ?
   11. what is the difference between singletone and prototype bean scope ?
   12. How does spring f/w manages autowiring ?
   13. difference between @Component and @Resource annotations ?
   14. By which style spring container create the object ?
7. Have at least working knowledge Hibernate/ORM
   1. Session.get vs session.load methods
   2. Attached/detached objects
   3. Hibernate Many to Many mapping annotation
   4. Hibernate Projection and interceptor
   5. Why you used Hibernate in your application? Write what all configuration and java class involved in Hibernate. How mappling happend in hibernate
   6. Mapping of entities
   7. How do you configure Hibernate? How the transactions are built?
   8. How to manage transactions
   9. Hibernate inheritance
   10. States of object
   11. Cascading, Lacy loading, Eager fetching
   12. Different types of object states ?
   13. Difference between load and get method ?
   14. Difference between save and merge method ?
   15. Which is thread safe session/sessionfactory ?
   16. What is N+1 select problem in hibernate ?
   17. What if inverse = true ? and where it is used ?
   18. How to deal with composite key in hibernate, and explain scenario in which situation have you used ?
8. Have Working knowledge of Database
   1. Different types of joins
   2. Indexes
   3. Performance tuning of queries
9. General Java Questions
   1. Wild card, upper bound, generics
   2. What is Enum and why it is used?
   3. Executor Framework, How to identify whether all jobs has done?
   4. Generics is compile time or runtime behaviour?if it is compile time behavior how JVM differentiates it in runtime?
   5. How .class file looks likes for overloading function
   6. What happens to static variables of a class when we do serialization?
   7. Explain Performance tuning with any profiler tool?
   8. .Why multiple inheritance is not supported in java and how it is supported in C and c++ languages
   9. What do u mean by reference in java?
   10. How will u compare two arrays or lists in java?
   11. Why Java is platform independent and how it differs from C & C++
   12. How many types memory in java (Stack & heap storage explanations he asked)
   13. String and string buffer difference
   14. How can you compare two strings in java
   15. Question about .equals() method
   16. What is difference between checked and unchecked exception? What is the intent for checked exception? And why can’t I make it everything as unchecked?
   17. What are static blocks in java?
   18. What are the advantages and dis-advanatges of a static block?
   19. How to handle Exceptions in static blocks?
   20. What is the use of static methods in java?
   21. What are the constraints on static methods?
   22. What is lazy loading and early loading?
   23. In Singletons we use synchronized method to make it thread safe. How do we overcome for performance tuning
   24. What does Class.ForName() do in JDBC and Core Java
   25. What is an Object in java
   26. What is cloning?
   27. Why cloning?
   28. Java is - Pass by value or pass by reference?
   29. What is volatile variable?
   30. Final variables ?
   31. What is an immutable object?
   32. Java 1.8 features
   33. Can we create top class as private/protected ? Features of java8
   34. In which jdk concurrency has been added. (asks some question related to concurrent package for more exp person)
   35. Static method can be overloaded only by using Static way.
   36. What is Externalization ?
   37. use of transient variable ?
   38. If particular child class is serialized then only one class(child only) is serialized.
   39. If parent class is serialized then by default child classes are also serialized.
   40. If start() method eventually call run() method then why do you need to call start() method, why not call run() method directly.
   41. Which one is better to implement thread in Java ? extending Thread class or implementing Runnable?
   42. What is Busy Spinning? Why will you use Busy Spinning as wait strategy?
   43. What is the difference between CountDownLatch and CyclicBarrier in Java?\
   44. What is the difference between CountDownLatch and CyclicBarrier in Java?
   45. What is Threadlocal in multithreading and how it works ?
   46. How do you sort file containing millions or records. For e.g – File consists of employee no, name etc..
   47. What do you know about time complexities? What would best for above example?
   48. What do you know about sorting – Different types of sorting – Quick and Bubble sort?
   49. Suppose if Class A overrides equals method. Class B and C extends A. How will you ensure that whenever equals is called on object equals is not applied for B and C classes.i.e. Equals should only be consider for Class a.