What is Object-Oriented Programming (OOP)?
What are the four main principles of OOP? Explain each one
Define a class and an object in Java. How are they different?
Explain the purpose of the static keyword in Java.
What are the benefits of encapsulation in OOP?
What is the role of the super keyword in inheritance in Java?
What are instance variables and class variables in Java?
How does abstraction differ from encapsulation?
What is an abstract class in Java? How is it different from a regular class?
What is encapsulation in Java? How is it implemented?
Write a Java program to find the area of a rectangle using a method.
Write a Java program to demonstrate the use of a default constructor.
Write a Java program to check whether a number is even or odd using a method.
Write a Java program to print numbers from 1 to 10 using a for loop.
Write a Java program to demonstrate the use of the Scanner class for user input.
Write a Java program to demonstrate the use of the final keyword with a variable.
Write a Java program to show how a static method is accessed without creating an object.
Write a Java program to create an interface with one method and implement it in a class.
Write a Java program to demonstrate a simple method overloading example.
Write a Java program to implement a class with multiple constructors (constructor overloading).
Write a Java program to demonstrate passing an object as a method parameter.
Write a Java program to concatenate two strings and display the full name.
Write a Java program to take an integer input from the user and print whether it is even or odd.
What is the purpose of the finally block in exception handling in Java?
Explain the difference between throw and throws in Java with an example.
How can you handle multiple exceptions in a single catch block in Java?
What is the significance of the import statement in Java packages?
Can we create a package inside another package in Java? If yes, how?