1. Invariant overloading
2. String pool and heap memry.
3. Preparedstatement.
4. L.remove gives concurrentmodification exception
5. Access specifiers in overriding
6. Overriding static methods
7. Y static final memory is shared among objects
8. Arraylist internal datastructure
9. Bufferedreader to read string from a file
10. Rest vs soap
11. Rest service consumption
12. Get vs post
13. Delete vs truncate
14. Which string occurs maximum
15. Get middle letter of string
16. Checked vs unchecked
17. Prototype scope will cause memory prblm
18. Y spring
19. Wat is dependency injection
20. What is mvc
21. Wat is orm
22. Technical architecture of ur application?
23. Sorting employee based on id
24. Y spring boot
25. Can we throw exception from constructor
26. What will throws do
27. Ceil()
28. Math.ceil(a)
29. Concurrent hashmap vs hashmap
30. Hashmap internal working
31. Hashvalue collision
32. Get vs post
33. Put vs post
34. To send data from ui to backend get or post?
35. Design patterns??
36. Singleton pattern
37. Mvc pattern
38. What is dependency injection
39. What are the annotations u used?
40. What is autowired annotation
41. Which is secure put or post?
42. Challenges in ur application??
43. Where will you send data in post request
44. ConcurrentModification exception
45. Garbage collector
46. Garbage collector internal working
47. What is Collection
48. Hashmap vs hashtable
49. Internal mechanism of hashmap
50. Private overriding
51. Static overriding
52. Overriding
53. Overloading
54. Design patterns.
55. Oops concepts
56. Interface vs abstract class
57. Multithreading
58. Try finally
59. Y finally
60. What is the type of method in interfacr
61. Why default method in interface
62. How multithreading can be implemented
63. Runnable vs thread
64. Types of exceptions
65. Checked vs unchecked
66. High class of exceptions
67. Catch blocks for exceptions
68. Y child catch block should be before parent catch block
69. Throws checked or unchecked???
70. Y throws
71. Y string is immutable
72. Other ways to create mutable string
73. Can main method be overloaded?
74. If overloaded how to call it??
75. How to synchronize arraylist
76. What is streams
77. What will filter do
78. Encapsulation
79. How to create read only class
80. SQL query to get nth max salary
81. What is index in SQL?
82. What is left join in sql
83. Candle puzzle question
84. What if I dint call start and directly call run
85. Interrupt method in multithreading
86. What happens if we call interrupt()
87. Singleton?
88. Request mapping?
89. Clone in singleton.
90. Serialize in singleton
91. Find number of occurence of characters in a given string
92. Second highest salary
93. Binary search
94. Binary sorted element find number of 1's
95. Types of joins
96. Aggregate functions???
97. Autowired will create only one instance??
98. Types of request methods for request mapping
99. Hashmap internal working.
100. Can hashmap have null values??
101. Final finally finalize
102. Catch hierarchy
103. Finally will be executed always??
104. Can we have multiple catch blocks?
105. How do u handle exceptions in ur application
106. What is request mapping
107. What is runtime exception
108. What is compile time exception
109. What is serialization
110. What is transaction management
111. How to do serialization
112. What is overriding
113. What is overloading
114. What is singleton class. How to implement?
115. What is default constructor
116. What will happen if we don't have a constructor
117. How will u do wiring in ur application
118. What is the syntax to create list
119. What is collections
120. What should be mentioned in XML to use annotations in spring
121. What is request mapping
122. What are the annotations used in spring
123. What is spring mvc
124. What are http methods
125. What is entity annotation
126. What are the other annotations in hibernate
127. If parent class extends serializable then can we serialize nested class???
128. How to create custom exceptions
129. Can constructor be static
130. What is marker interface
131. Can interface have static methods
132. Can abstract class have static methods?
133. Exceptions in overriding
134. Try catch finally
135. Hierarchy of exceptions in catch
136. String builder or string buffer
137. What is singleton class. When will we use singleton class?
138. What is immutable class
139. What is linked list
140. What is circular linked list.
141. What is difference between array and collections
142. What is comparator and comparable
143. How to know it's circular linked list or not
144. How to get duplicate elements in arraylist
145. How to create a list
146. How to remove duplicate elements in list
147. Creating string using new and without new
148. What is runnable class
149. What is dynamic polymorphism
150. What is package
151. What is inner class
152. What are object class methods
153. How many methods will object class have
154. Difference between == and .equals
155. What is difference between throw and throws
156. What is abstract class
157. What is final
158. What if abstract class is final
159. What is enumeration
160. What is serialization
161. What to do if we don't want one variable to involve in serialization
162. If parent class is serializable do child class need to extend serializable
163. What is difference between process and thread
164. What is hash map implementation
165. What is hash collision
166. Will finally block execute if we have system.exit
167. Will finally block execute if we have return in try and finally
168. Count of every duplicate letter in string
169. What if we have same hash value for different keys
170. How to synchronise arraylist.
171. Order of execution when we have static block, instance block and constructor.
172. What is static block
173. Imported a package and that package have a subpackage then u need to import that package too??
174. What is runnable interface
175. What is memory leak
176. Y garbage collector
177. InstanceOf method ??
178. Overloading possible by changing only return type ??
179. Static methods can be overloaded???
180. Main method can be overloaded???
181. What if no constructor is present in class ??
182. Difference between list and set
183. Reverse an arraylist
184. How to verify array is not null but empty
185. What is a package
186. Can we have multiple inheritance in java
187. What if exception is not handled in catch block
188. Can a exception be rethrown
189. Write a program to reverse a number
190. What are memories in jvm
191. What to do if thread wants to access data from main memory rather than stack
192. Write singleton class
193. What are the design patterns u are aware of
194. What is ur project structure
195. What is difference between rest and soap
196. When will we use singleton pattern
197. What is transient keyword
198. What happens if we call run directly without start () method
199. Write a query for innerjoin
200. How to handle exceptions in spring
201. What is response body
202. How to access property file data in spring
203. Put or post which is idempodent?
204. How to handle validation in spring?
205. What is anonymous innerclass
206. How to get entire map keys
207. How to get entire map values at a time
208. Which jax-rs do u use to do rest webservices
209. How do u convert string to double value
210. What is difference between sleep and wait
211. Time complexity for searching a element in single linked list
212. What is big(n)
213. Why transactions
214. What are the types of joins
215. What is pagination
216. What are the exceptions in api
217. How pagination works
218. What data structure is fast for search operation
219. Reverse a string