

1. Final is an access modifier, finally defines a block of code with try clause, finalize method will be called by garbage collector just before an object is to be deleted or destroyed.
2. Throw is used within a method to throw an exception, but throws is used with a method header to indicate that the method might throw an exception.
3. Unchecked and checked exceptions
4. Error is usually a non recoverable condition which stops the execution of the program.
5. False, but there could be exception object
6. Yes, it is permitted
7. 

```
try (PrintWriter writer = new PrintWriter(new File("test.txt"))) {  
    writer.println("Hello World");  
}
```
8. It will be collected by Garbage collector
9. Yes
10. ArrayList and Vector use an Array to store its elements, whereas LinkedList stores its elements in a doubly-linked-List
11. Every method in Hashtable is synchronized, No method in HashMap is synchronized. HashMap permits null value, but Hashtable does not.
12. Static import allows you to access the static members of a class directly without class name or any other object.
13. Static block is used to initialize a static field of a class once before the first object of that class is created.
14. Default: Specifies the default block of code in a switch statement  
Break: break out of loops  
Continue: skip the current iteration of the loop  
Synchronized: Specifies critical sections or methods in multithreaded code.  
Strictfp: restrict the precision and rounding of floating point calculations to ensure portability  
Transient: Specifies that a variable is not part of an object's persistent state  
Volatile: This indicates that a variable may change asynchronously  
InstanceOf: indicates whether an object is an instance of a specific class or implements an interface.