**Q. 1) What is Tangible and Intangible?**

Ans:

**Tangible Assets:**

A tangible asset is anything that a person can see, feel or touch and has a physical existence such as cash, property, plant and machinery or investments.These assets mostly suffer from the risk of loss due to theft, fire, accident, or any other such disaster.It is relatively easy to trade when compared to an intangible asset.

Some of the examples of tangible assets are as follows:

* Land
* Machinery
* Buildings and facilities
* Furniture
* Computer equipment
* Vehicles

**Intangible Assets:**

An intangible asset does not have a physical existence, it is something that a person cannot see, feel or touch. It is relatively difficult to trade when compared to a tangible asset.

Some of the examples of intangible assets are as follows:

* Brand recognition
* Goodwill
* Patents
* Copyright
* Personality

**Q.2) Sequence of Editor ,Linker, Loader.**

Ans:

**Editor -> Linker -> Loader**

Consider a program file, firstly, we edit the file according to our requirements. Hence, Editor is used first. Once the editing is done, after compilation the linker combines one or more object files into a single executable file. Then, the loader loads the executable file from the disk into the primary memory(RAM) for execution.

**Q.3) When does Linkage error occur?**

Ans:

LinkageError indicates that a class has some dependency on another class; however, the latter class has incompatibly changed after the compilation of the former class. It is caused by a conflict between the original classloader from the JVM and the classloader deployed by the plugin framework. You can also get a linkage error where you have a class C loaded by more than one classloader and those classes are being used together in the same code.

**Q.4) What is a Debugger?**

Ans:

Debugging is the process of detecting and correcting errors in a program. The debugger is a powerful tool, which lets you find bugs a lot faster by providing an insight into the internal operations of a program. This is possible by pausing the execution and analyzing the state of the program by thorough examination of variables and how they are changed line by line. There are different ways of debugging like:

## Examine the code

1. Set Breakpoints
2. Run the program in debug mode
3. Analyze the program state
4. Step through the program