1. Explain about procedural oriented programming. Discuss it’s disadvantages.
2. What are the major pillars of object oriented programming? Explain each in brief.
3. What are constructors? Explain it’s usage.
4. What do you mean by compile time polymorphism and runtime polymorphism?
5. Explain what is encapsulation and it’s advantages.
6. What is the difference beween is-a relationship and has-a relationship? Explain with examples.
7. What is the use of super keyword?
8. What do you mean by “Strings are immutable in java”?
9. Compare between abstract class and interface.
10. What is the need of declaring static variable? Differentiate between static and instance variables
11. What is task of garbage collector with respect to java programming?
12. How java language has become platform independent language?
13. What is the difference between checked and unchecked exceptions? Give examples
14. What is the need of declaring abstract methods in a class or interface?
15. What is method overriding? Explain with example
16. What is the use of finally block?
17. Explain the difference between protected and package scope.
18. What is the advantage of creating packages in java application? Mention few packges available in java library.
19. How the object can be serialized in java?
20. What are different ways in which thread can be created in java?
21. What is the difference between method overloading and method overriding?
22. How interface helps in achieving multiple inheritance?
23. What is the use of ‘throws’? Discuss between exception handling using try-catch and exception handling using throws
24. What are different ways of thread interruption?
25. What is lambda expression? How it helps in writing compact code?
26. What is the use of static block? When it gets called? Is it possible to explicitly call the static block?
27. What is a daemon thread?How to make a thread (user thread) to Daemon thread?
28. What are the scenarios when finally block does not get executed?
29. What is the use of final keyword? Discuss it’s use with respect to class, method, instance variable, local variable .
30. What is a transient variable? What will be the value of transient variable after deserialization? Give some example where transient variables are needed.
31. Describe different implementing classes for List interface available in collection framework.
32. What is the role of Collections class in the collections framework?
33. What is the benefit of generics in collection framework?
34. What are different ways to iterate over a list?
35. What is the difference between between HashSet and TreeSet? Tell some scenarios in which these classes are preferred to use?
36. What is the use of map type of collection? How it differs from rest of the types of collections?
37. Explain the role of Comparable and Comparator interface in creating treeset collection.