Mock Question Java

1.can we create instance of interface?

2.can we create instance method of interface?

3.can make child class immutable?

4.can we create mutable class?

5.what is final, finalize and finally in java?

6.difference b/w char Array and String?

7.difference b/w string literal and String object?

8.wait ,sleep, yield method?

9.how can implement multiple thread in java?

10.how many types of errors in java?

11.why static memory take variable one time?

12.Difference b/w abstract class and Interface?

13.in which case use multithreading?

14.can we call directly run method?

15.difference b/w sleep and wait method?

16.which exception will be throw at join()?

17. which exception will be throw by parseInt method?

18. which is parent of Arrayindexout of bonds?

19.when aray string out of bond occur?

20.can you add null hashset, set, linkedset?

21.Difference b/w hashmap and hashtable?

22.when to use set collection and list collection?

23.Default size of string Buffer and string Builder?

24.what is Tostring method?

25.how to convert string Buffer to String?

26.if parent class is immutable child class is mutable or not?

27.why java introduce the concept of marker interface?

28.what is functional interface and lemda expression?

29.can you tell me any interface name which is marker interface?

30.can you tell me object oriented concept?

31.can you achieve the encapsulation in interface?

32.What is the difference b/w 1.7 and 1.8 interface?

33.why java introduce the concept of file handling?

34.instead of try, catch block we can also write f/else loop?

35.without try catch handled exception?

36.what is user defined checked and unchecked Exception?

37.what is static and heap?

38.how to convert Boolean to string?

38.how to convert Boolean to integer?

39. what is the basic need to overload the method?

40.how many ways to pass parameter different in method?

41.why java introduce constructer if you set value by use setter method?

42.when static method load?

43.difference b/w c and java?

44.what is the difference b/w procedural programing and object oriented programing?

45.how to achieve encapsulation in java?

46.how to use comparator and comparable?

47.why method overloading is called dynamic binding?

48.Can override the method inside the interface?

49.can we write try without finally?

50.can we write try without catch?

51.what is the role of finally?

52.what is abstract class?

53.why not create object of abstract class?

54.what is data inconsistency?

55. int x=20 and integer x=20; what is the difference b/w?

56.in which scenario use primitive and wrapper class?

57.what is serialization?

58.what is injection?

59.what is singleton class?

60.what is difference b/w address and hashcode/

61.what is unreported exception in java?

62.can we override synchronized method?

63.can we call parametrized method without passing parameters?

64.what is the need of static block?

65.why every class is serializable in java?

66.what is the use of inheritance?

67.when we get null pointer exception?

68.who is responsible to generate exception?

69.in java every class is mutable prove?

70.what is exit and close method?

71.how to achieve multiple inheritance?

72.difference b/w array and collection?

73.can we have duplicate data in set?

74.in java every object is hash code or not?

75.clone shallow copy make or deep copy?

76.why static create memory one time?

77.what is pointer in java? And how to use?

78.difference b/w byte code and class file?

79.when we use runnable interface and throwable class?

80.difference b/w variable argument and array?

81.why java introduce byte datatype?

82.how to solve iterative problem?

83.what is partially and fully checked exception?

84.what is singleton class?

85. what Is Aggregation and composition?

86.what is dependency injection?

87.how many way to set value?

88.when are use to lambda expression?

89.which memory is fixed in size?

90.how many memory area in java?

91.can we destroy scanner class object through garbage collector?

92.when we use thread class?

93.when we use serializable?

94.what is this and super?

95.what is high level language?

96.In java try catch is written mandatory or not?

97.interupted is checked or unchecked?

98.what is high level language?

99.In java writing try catch is mandatory or not?

100.try without catch?

101.can we write try without finally?

102.compiler is fast or interpreter in java?

103.how many ways to call static method?

104.who is responsible for loading class in memory?

105.in which time you use multithreading?

106.when you to use string Buffer and StringBuilder?

107.how many static block you can create inside the main method?

108.why java not support multiple inheritance?

109.how can return value with the help of thread?

110.without Runnable and thread class implement multithreading?

111.Aggregation and composition?

112.who will notify the thread?

113.how to store without string datatype.

114.how to print “ “.

115.what is circular inheritance and hybrid inheritance?

116.why java ben constant and go to?

117.difference b/w constant and final?

118.why java does not call the method by object?

119.can we create private method inside abstract class?

120.can we create private method inside Interface?

121.can we make main method final and synchronized?

122.when to use string literal and string object?

123.difference b/w poJo and JavaBeans?

124.what is design pattern in java?

125.what is the difference b/w in string and char array.

126.what is throw and throws.

127.maximum in array.

128.parent class is pojo and you make child class is immutable.

129.what are advantage you make constructer inside abstract class.

130.how to swap without third integer two value.

131.write program of prime number.

132.print two double “ “ in java.

133.when to use character array or string.

134.difference b/w string s=”helo” and object o =”hello”.

135.how to convert character array into string.

136.how java different from other language.

137.when you to store data in file or databases.

138.can we write data using array list.

139.difference b/w character stream and byte stream.

140.what is package.

141.how to import subpackage.

142.uses of private constructer.

143.what is thread safe.

144.object level locking and class level locking.

145.synchronized block.

146.what is interthread communication.

147.default implementation of equal method and tostring.

148.advantage of generic class.

149.write code of generic class.

Sofmen Technologies interview questions

set - 3

Q1. Convert this string into this ex:"olleH dlroW" to "Hello World";

Q2. Rotate an array to right from k position ex: [1,2,3,4,5,6,7] k =3 ;

Rotated Array = [5,6,7,1,2,3,4]

position k = 2 = [6,7,1,2,3,4,5]

Q3. Given input number find digit sum until return digit is to be single digit;

example: number = 38;

3+8 = 11;

1+1 =2;

ex:2 number 122

1+2+2 = 5

ex number 59

5+9 = 14

1+4 = 5

Q4. write sql query where employees table id,name,email where name start from "abc";

Q5. Write program to print array item arr1 = [1,3,4,5,6] arr2 = [3,4,9,10,11] find arr1 element match in arr2 elemt print the element in new array;

ex : [3,4]

set - 2

Q1. write program for first non repeating character in string array where you return if there is all repeating character than null non - repeating element return character

Q2. write a program to encode the string in the format "aaabbbcccda" convert output should be "3a3b3c1d1a";

Q3. same Q2----------- in set - 3

Q4. Find the missing element from the array from 0 to n number

ex : arr1 = [1,0,3,5];

output:2 4

Q5. Write a sql query find same email in table ;

set - 1

a. Reverse a string without using inbuilt method

b. Find the occurance if each character in string

Eg : 'aabbdee'

a occured 2 times;

b occured 2 times;

d occured 1 times;

e occurred 2 times;

c. Shift all 0's of an array to the last with maintaining the order of the element

eg : {1,4,0,5,6,0}

ans : {1,4,5,6,0,0}

d. find majority element

Ex [1,1,2,3,11,2]

Ans 1

e. Write a sql query to find all the employes with the same name