

Top 50+ Core Java Interview Questions And Answers

Last Updated: [June 28, 2021](#)

Most Frequently asked Java Interview Questions and Answers with examples:

In this tutorial, we have covered almost 50+ important core Java interview questions for freshers and experienced candidates.

This post on JAVA Interview Questions is prepared to help you understand the basic concepts of Java programming for interview purposes. All the important JAVA concepts are explained here with examples for your easy understanding.

This tutorial covers JAVA topics like basic Java definitions, OOP concepts, Access specifiers, Collections, Exceptions, Threads, Serialization, etc., with examples to make you get ready perfectly to face any JAVA interview confidently.



Most Popular Java Interview Questions And Answers

Given below is a comprehensive list of the most important and commonly asked basic and advanced Java programming interview questions with detailed answers.

Q #1) What is JAVA?

Answer: Java is a high-level programming language and is platform-independent. Java is a collection of objects. It was developed by Sun Microsystems. There are a lot of applications, websites, and games that are developed using Java.

Q #2) What are the features of JAVA?

Answer: Features of Java are as follows:

- **OOP concepts**
 - Object-oriented
 - Inheritance
 - Encapsulation
 - Polymorphism
 - Abstraction
- **Platform independent:** A single program works on different platforms without any modification.
- **High Performance:** JIT (Just In Time compiler) enables high performance in Java. JIT converts the bytecode into machine language and then JVM starts the execution.
- **Multi-threaded:** A flow of execution is known as a Thread. JVM creates a thread which is called the main thread. The user can create multiple threads by extending the thread class or by implementing the Runnable interface.

Q #3) How does Java enable high performance?

Answer: Java uses Just In Time compiler to enable high performance. It is used to convert the instructions into bytecodes.

Q #4) Name the Java IDE's?

Answer: Eclipse and NetBeans are the IDE's of JAVA.

Q #5) What do you mean by Constructor?

Answer: Constructor can be explained in detail with enlisted points:

- When a new object is created in a program a constructor gets invoked corresponding to the class.
- The constructor is a method which has the same name as the class name.
- If a user doesn't create a constructor implicitly a default constructor will be created.
- The constructor can be overloaded.
- If the user created a constructor with a parameter then he should create another constructor explicitly without a parameter.

Q #6) What is meant by the Local variable and the Instance variable?

Answer:

Local variables are defined in the method and scope of the variables that exist inside the method itself.

Instance variable is defined inside the class and outside the method and the scope of the variables exists throughout the class.

Q #7) What is a Class?

Answer: All Java codes are defined in a Class. It has variables and methods.

Variables are attributes which define the state of a class.

Methods are the place where the exact business logic has to be done. It contains a set of statements (or) instructions to satisfy the particular requirement.

Example:

```
public class Addition{ //Class name declaration
int a = 5; //Variable declaration
int b= 5;
public void add(){ //Method declaration
int c = a+b;
}
}
```

Q #8) What is an Object?

Answer: An instance of a class is called an object. The object has state and behavior.

Whenever the JVM reads the "new()" keyword then it will create an instance of that class.

Example:

```
public class Addition{
public static void main(String[] args){
Addion add = new Addition();//Object creation
}
}
```

The above code creates the object for the Addition class.

Q #9)What are the OOPs concepts?

Answer: OOPs concepts include:

- Inheritance
- Encapsulation
- Polymorphism
- Abstraction
- Interface

Suggested Read =>> [Top OOPs Interview Questions](#)

Q #10) What is Inheritance?

Answer: Inheritance means one class can extend to another class. So that the codes can be reused from one class to another class. The existing class is known as the Super class whereas the derived class is known as a sub class.

Example:

```
Super class:
public class Manipulation() {
}
Sub class:
public class Addition extends Manipulation() {
}
```

Inheritance is only applicable to the public and protected members only. Private members can't be inherited.

Q #11) What is Encapsulation?

Answer: Purpose of Encapsulation:

- Protects the code from others.
- Code maintainability.

Example:

We are declaring 'a' as an integer variable and it should not be negative.

```
public class Addition() {
int a=5;
}
```

If someone changes the exact variable as "**a = -5**" then it is bad.

In order to overcome the problem we need to follow the steps below:

- We can make the variable private or protected.
- Use public accessor methods such as set<property> and get<property>.

So that the above code can be modified as:

```
public class Addition() {
private int a = 5; //Here the variable is marked as private
}
```

The code below shows the getter and setter.

Conditions can be provided while setting the variable.

```

get A() {
}
set A(int a){
if(a>0){// Here condition is applied
.....
}
}

```

For encapsulation, we need to make all the instance variables private and create setter and getter for those variables. Which in turn will force others to call the setters rather than access the data directly.

Q #12) What is Polymorphism?

Answer: Polymorphism means many forms.

A single object can refer to the super-class or sub-class depending on the reference type which is called polymorphism.

Example:

```

Public class Manipulation(){ //Super class
public void add(){
}
}
public class Addition extends Manipulation(){ // Sub class
public void add(){
}
public static void main(String args[]){
Manipulation addition = new Addition();//Manipulation is reference type and Addition is ref
addition.add();
}
}

```

Using the Manipulation reference type we can call the Addition class “add()” method. This ability is known as Polymorphism. Polymorphism is applicable for **overriding** and not for **overloading**.

Q #13) What is meant by Method Overriding?

Answer: Method overriding happens if the sub-class method satisfies the below conditions with the Super-class method:

- Method name should be the same
- The argument should be the same
- Return type should also be the same

The key benefit of overriding is that the Sub-class can provide some specific information about that sub-class type than the super-class.

Example:

```

public class Manipulation{ //Super class
public void add(){
.....
}
}

Public class Addition extends Manipulation(){
Public void add(){
.....
}
}

```

```

Public static void main(String args[]){
Manipulation addition = new Addition(); //Polimorphism is applied
addition.add(); // It calls the Sub class add() method
}
}

```

addition.add() method calls the add() method in the Sub-class and not the parent class. So it overrides the Super-class method and is known as Method Overriding.

Q #14) What is meant by Overloading?

Answer: Method overloading happens for different classes or within the same class.

For method overloading, sub-class method should satisfy the below conditions with the Super-class method (or) methods in the same class itself:

- Same method name
- Different argument types
- There may be different return types

Example:

```

public class Manipulation{ //Super class
public void add(String name){ //String parameter
.....
}
}

```

```

Public class Addition extends Manipulation(){
Public void add(){//No Parameter
.....
}
Public void add(int a){ //integer parameter

```

```

}
Public static void main(String args[]){
Addition addition = new Addition();
addition.add();
}
}

```

Here the add() method has different parameters in the Addition class is overloaded in the same class as with the super-class.

Note: Polymorphism is not applicable for method overloading.

Q #15) What is meant by Interface?

Answer: Multiple inheritances cannot be achieved in java. To overcome this problem the Interface concept is introduced.

An interface is a template which has only method declarations and not the method implementation.

Example:

```

Public abstract interface IManipulation{ //Interface declaration
Public abstract void add();//method declaration
public abstract void subtract();
}

```

- All the methods in the interface are internally **public abstract void**.
- All the variables in the interface are internally **public static final** that is constants.
- Classes can implement the interface and not extends.

- The class which implements the interface should provide an implementation for all the methods declared in the interface.

```
public class Manipulation implements IManipulation{ //Manipulation class uses the interface
Public void add() {
.....
}
Public void subtract() {
.....
}
}
```

Q #16) What is meant by Abstract class?

Answer: We can create the Abstract class by using the “Abstract” keyword before the class name. An abstract class can have both “Abstract” methods and “Non-abstract” methods that are a concrete class.

Abstract method:

The method which has only the declaration and not the implementation is called the abstract method and it has the keyword called “abstract”. Declarations ends with a semicolon.

Example:

```
public abstract class Manipulation{
public abstract void add();//Abstract method declaration
Public void subtract() {
}
}
```

- An abstract class may have a non- abstract method also.
- The concrete Subclass which extends the Abstract class should provide the implementation for abstract methods.

Q #17) Difference between Array and Array List.

Answer: The Difference between Array and Array List can be understood from the table below:

Array	Array List
Size should be given at the time of array declaration.	Size may not be required. It changes the size dynamical
String[] name = new String[2]	ArrayList name = new ArrayList
To put an object into array we need to specify the index. name[1] = “book”	No index required. name.add(“book”)
Array is not type parameterized	ArrayList in java 5.0 are parameterized. Eg: This angle bracket is a type parameter which means of String.

Q #18) Difference between String, String Builder, and String Buffer.

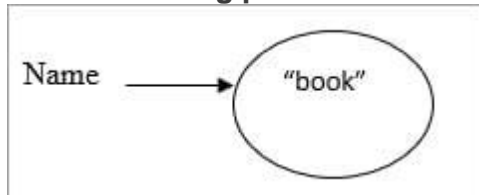
Answer:

String: String variables are stored in a “constant string pool”. Once the string reference changes the old value that exists in the “constant string pool”, it cannot be erased.

Example:

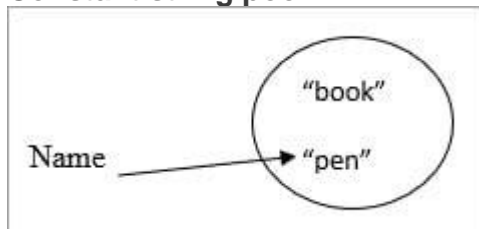
String name = “book”;

Constant string pool



If the name-value has changed from “book” to “pen”.

Constant string pool



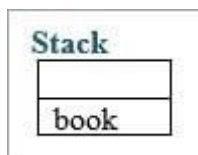
Then the older value remains in the constant string pool.

String Buffer:

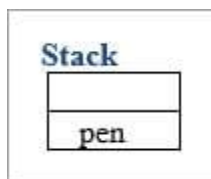
- Here string values are stored in a stack. If the values are changed then the new value replaces the older value.
- The string buffer is synchronized which is thread-safe.
- Performance is slower than the String Builder.

Example:

String Buffer name ="book";



Once the name value has been changed to “pen” then the “book” is erased in the stack.



String Builder:

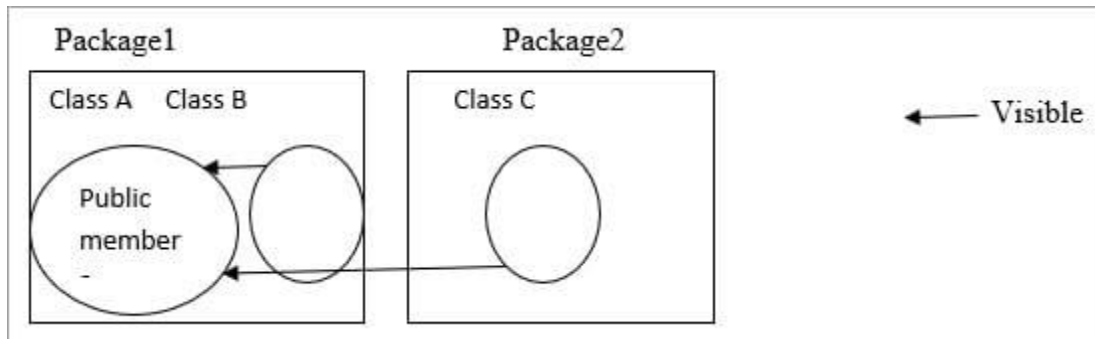
This is the same as String Buffer except for the String Builder which is not threaded safely that is not synchronized. So obviously the performance is fast.

Q #19) Explain about Public and Private access specifiers.

Answer: Methods and instance variables are known as members.

Public:

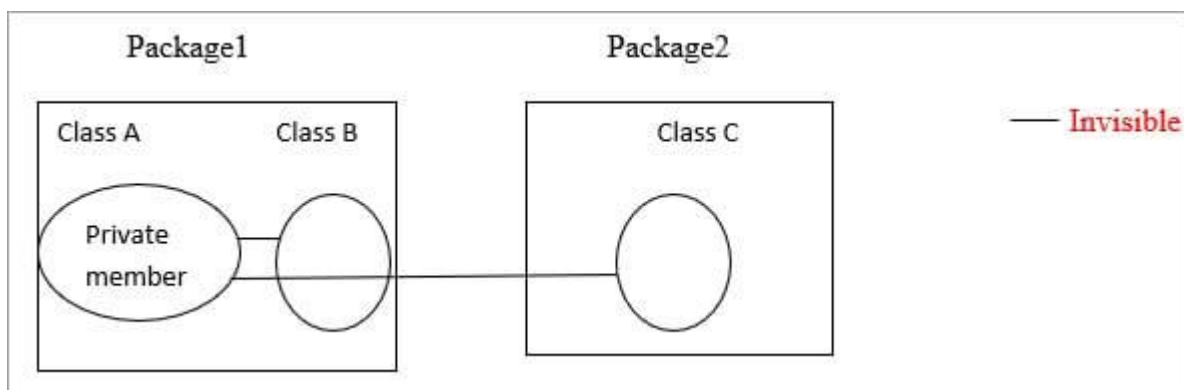
Public members are visible in the same package as well as the outside package that is for other packages.



Public members of Class A are visible to Class B (same package) as well as Class C (different packages).

Private:

Private members are visible in the same class only and not for the other classes in the same package as well as classes in the outside packages.

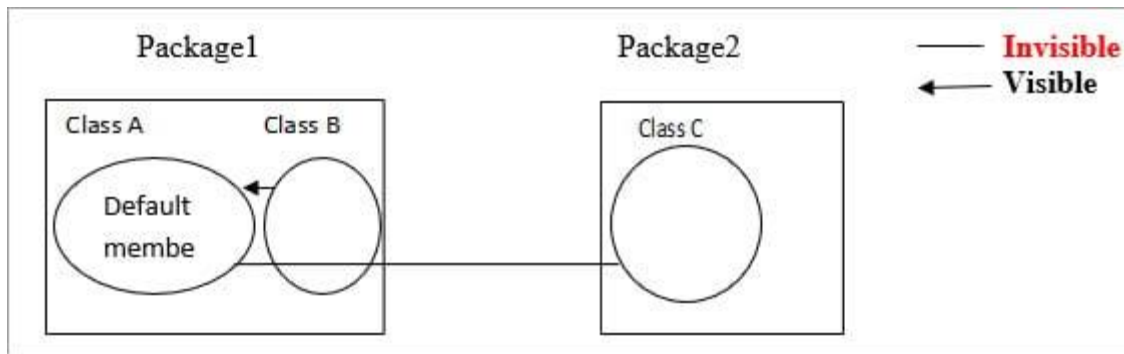


Private members in class A are visible only in that class. It is invisible for class B as well as class C.

Q #20) Difference between Default and Protected access specifiers.

Answer:

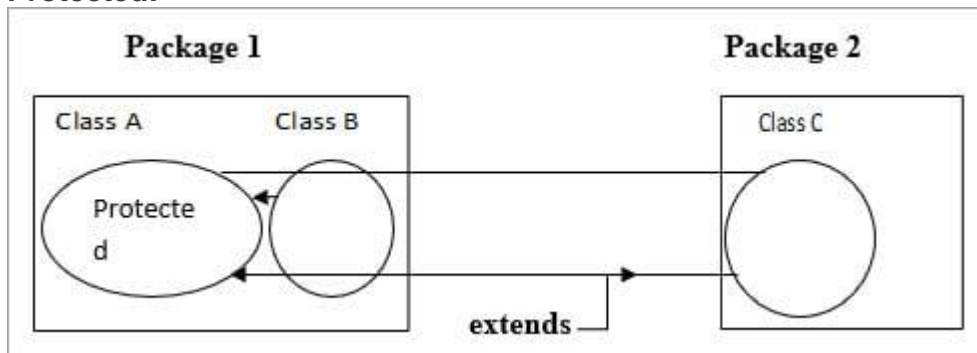
Default: Methods and variables declared in a class without any access specifiers are called default.



Default members in Class A are visible to the other classes which are inside the package and invisible to the classes which are outside the package.

So Class A members are visible to Class B and invisible to Class C.

Protected:



Protected is the same as Default but if a class extends then it is visible even if it is outside the package.

Class A members are visible to Class B because it is inside the package. For Class C it is invisible but if Class C extends Class A then the members are visible to Class C even if it is outside the package.

Q #21) Difference between HashMap and Hashtable.

Answer: The difference between HashMap and Hashtable can be seen below:

HashMap	Hashtable
Methods are not synchronized	Key methods are synchronized
Not thread safety	Thread safety
Iterator is used to iterate the values	Enumerator is used to iterate the values
Allows one null key and multiple null values	Doesn't allow anything that is null
Performance is high than Hashtable	Performance is slow

Q #22) Difference between HashSet and TreeSet.

Answer: The difference between HashSet and TreeSet can be seen below:

HashSet	TreeSet
Inserted elements are in random order	Maintains the elements in the sorted order
Can able to store null objects	Couldn't store null objects
Performance is fast	Performance is slow

Q #23) Difference between Abstract class and Interface.

Answer: The differences between Abstract Class and Interface are as follows:

Abstract Class:

- Abstract classes have a default constructor and it is called whenever the concrete subclass is instantiated.
- It contains Abstract methods as well as Non-Abstract methods.
- The class which extends the Abstract class shouldn't require the implementation of all the methods, only Abstract methods need to be implemented in the concrete subclass.
- Abstract class contains instance variables.

Interface:

- It doesn't have any constructor and couldn't be instantiated.
- The abstract method alone should be declared.
- Classes that implement the interface should provide the implementation for all the methods.
- The interface contains only constants.

Q #24) What is the meaning of Collections in Java?

Answer: Collection is a framework that is designed to store the objects and manipulate the design to store the objects.

Collections are used to perform the following operations:

- Searching
- Sorting
- Manipulation
- Insertion
- Deletion

A group of objects is known as collections. All the classes and interfaces for collecting are available in Java util package.

Q #25) What are all the Classes and Interfaces that are available in the collections?

Answer: Given below are the Classes and Interfaces that are available in Collections:

Interfaces:

- Collection
- List
- Set
- Map
- Sorted Set
- Sorted Map
- Queue

Classes:

- Lists:
- Array List
- Vector
- Linked List

Sets:

- Hash set
- Linked Hash Set
- Tree Set

Maps:

- Hash Map
- Hash Table
- TreeMap
- Linked Hashed Map

Queue:

- Priority Queue

Q #26) What is meant by Ordered and Sorted in collections?**Answer:**

Ordered: It means the values that are stored in a collection is based on the values that are added to the collection. So we can iterate the values from the collection in a specific order.

Sorted: Sorting mechanisms can be applied internally or externally so that the group of objects sorted in a particular collection is based on the properties of the objects.

Q #27) Explain the different lists available in the collection.

Answer: Values added to the list are based on the index position and it is ordered by index position. Duplicates are allowed.

The types of Lists are:**a) Array List:**

- Fast iteration and fast Random Access.
- It is an ordered collection (by index) and not sorted.
- It implements the Random Access Interface.

Example:

```
public class Fruits{
public static void main (String [ ] args){
ArrayList <String>names=new ArrayList <String>();
names.add ("apple");
names.add ("cherry");
names.add ("kiwi");
names.add ("banana");
names.add ("cherry");
System.out.println (names);
}
}
```

Output:

[Apple, cherry, kiwi, banana, cherry]

From the output, Array List maintains the insertion order and it accepts the duplicates. But it's not sorted.

b) Vector:

It is the same as Array List.

- Vector methods are synchronized.
- Thread safety.
- It also implements Random Access.
- Thread safety usually causes a performance hit.

Example:

```
public class Fruit {
    public static void main (String [ ] args){
        Vector <String> names = new Vector <String> ( );
        names.add ("cherry");
        names.add ("apple");
        names.add ("banana");
        names.add ("kiwi");
        names.add ("apple");
        System.out.println ("names");
    }
}
```

Output:

[cherry,apple,banana,kiwi,apple]

Vector also maintains the insertion order and accepts the duplicates.

c) Linked List:

- Elements are doubly linked to one another.
- Performance is slower than the Array list.
- Good choice for insertion and deletion.
- In Java 5.0 it supports common queue methods peek(), Pool (), Offer () etc.

Example:

```
public class Fruit {
    public static void main (String [ ] args){
        LinkedList <String> names = new linkedlist <String> ( ) ;
        names.add("banana");
        names.add("cherry");
        names.add("apple");
        names.add("kiwi");
        names.add("banana");
        System.out.println (names);
    }
}
```

Output:

[banana,cherry,apple,kiwi,banana]

Maintains the insertion order and accepts the duplicates.

Q #28) Explain about Set and their types in a collection.

Answer: Set cares about uniqueness. It doesn't allow duplications. Here "equals ()" method is used to determine whether two objects are identical or not.

a) Hash Set:

- Unordered and unsorted.
- Uses the hash code of the object to insert the values.
- Use this when the requirement is "no duplicates and don't care about the order".

Example:

```

public class Fruit {
public static void main (String[ ] args){
HashSet<String> names = new HashSet <String>( ) ;
names.add("banana");
names.add("cherry");
names.add("apple");
names.add("kiwi");
names.add("banana");
System.out.println (names);
}
}

```

Output:

[banana, cherry, kiwi, apple]

It doesn't follow any insertion order. Duplicates are not allowed.

b) Linked Hash set:

- An ordered version of the hash set is known as Linked Hash Set.
- Maintains a doubly-Linked list of all the elements.
- Use this when an iteration order is required.

Example:

```

public class Fruit {
public static void main (String[ ] args){
LinkedHashSet<String> names = new LinkedHashSet <String>( ) ;
names.add("banana");
names.add("cherry");
names.add("apple");
names.add("kiwi");
names.add("banana");
System.out.println (names);
}
}

```

Output:

[banana, cherry, apple, kiwi]

It maintains the insertion order in which they have been added to the Set. Duplicates are not allowed.

c) Tree Set:

- It is one of the two sorted collections.
- Uses the "Read-Black" tree structure and guarantees that the elements will be in ascending order.
- We can construct a tree set with the constructor by using a comparable (or) comparator.

Example:

```

public class Fruits{
public static void main (String[ ] args) {
TreeSet<String> names= new TreeSet<String>( ) ;
names.add("cherry");
names.add("banana");
names.add("apple");
names.add("kiwi");
}
}

```

```
names.add("cherry");
System.out.println(names);
}
}
```

Output:

[apple, banana, cherry, kiwi]

TreeSet sorts the elements in ascending order. And duplicates are not allowed.

Q #29) Explain about Map and its types.

Answer: Map cares about the unique identifier. We can map a unique key to a specific value. It is a key/value pair. We can search a value, based on the key. Like the set, the map also uses the “equals ()” method to determine whether two keys are the same or different.

Map is of following types:

a) Hash Map:

- Unordered and unsorted map.
- Hashmap is a good choice when we don't care about the order.
- It allows one null key and multiple null values.

Example:

```
Public class Fruit{
Public static void main(String[ ] args){
HashMap<String,String> names =new HashMap<String,String>( );
names.put("key1","cherry");
names.put ("key2","banana");
names.put ("key3","apple");
names.put ("key4","kiwi");
names.put ("key1","cherry");
System.out.println(names);
}
}
```

Output:

{key2 =banana, key1=cherry, key4 =kiwi, key3= apple}

Duplicate keys are not allowed in Map.

It doesn't maintain any insertion order and is unsorted.

b) Hash Table:

- Like the vector key, methods of the class are synchronized.
- Thread safety and therefore slows the performance.
- It doesn't allow anything that is null.

Example:

```
public class Fruit{
public static void main(String[ ] args){
Hashtable<String,String> names =new Hashtable<String,String>( );
names.put("key1","cherry");
names.put("key2","apple");
names.put("key3","banana");
names.put("key4","kiwi");
names.put("key2","orange");
System.out.println(names);
}
```

```
}  
}
```

Output:

{key2=apple, key1=cherry, key4=kiwi, key3=banana}

Duplicate keys are not allowed.

c) Linked Hash Map:

- Maintains insertion order.
- Slower than Hash map.
- I can expect a faster iteration.

Example:

```
public class Fruit{  
    public static void main(String[] args){  
        LinkedHashMap<String,String> names =new LinkedHashMap<String,String>( );  
        names.put("key1","cherry");  
        names.put("key2","apple");  
        names.put("key3","banana");  
        names.put("key4","kiwi");  
        names.put("key2","orange");  
        System.out.println(names);  
    }  
}
```

Output:

{key2=apple, key1=cherry, key4=kiwi, key3=banana}

Duplicate keys are not allowed.

d) TreeMap:

- Sorted Map.
- Like Tree set, we can construct a sort order with the constructor.

Example:

```
public class Fruit{  
    public static void main(String[] args){  
        TreeMap<String,String> names =new TreeMap<String,String>( );  
        names.put("key1","cherry");  
        names.put("key2","banana");  
        names.put("key3","apple");  
        names.put("key4","kiwi");  
        names.put("key2","orange");  
        System.out.println(names);  
    }  
}
```

Output:

{key1=cherry, key2=banana, key3 =apple, key4=kiwi}

It is sorted in ascending order based on the key. Duplicate keys are not allowed.

Q #30) Explain the Priority Queue.

Answer: Queue Interface

Priority Queue: Linked list class has been enhanced to implement the queue interface. Queues can be handled with a linked list. The purpose of a queue is “Priority-in, Priority-out”.

Hence elements are ordered either naturally or according to the comparator. The elements ordering represents their relative priority.

Q #31) What is meant by Exception?

Answer: An Exception is a problem that can occur during the normal flow of execution. A method can throw an exception when something goes wrong at runtime. If that exception couldn't be handled, then the execution gets terminated before it completes the task.

If we handled the exception, then the normal flow gets continued. Exceptions are a subclass of java.lang.Exception.

Example for handling Exception:

```
try{
//Risky codes are surrounded by this block
}catch(Exception e){
//Exceptions are caught in catch block
}
```

Q #32) What are the types of Exceptions?

Answer: There are two types of Exceptions. They are explained below in detail.

a) Checked Exception:

These exceptions are checked by the compiler at the time of compilation. Classes that extend Throwable class except RuntimeException and Error are called checked Exception.

Checked Exceptions must either declare the exception using throws keyword (or) surrounded by appropriate try/catch.

For Example, ClassNotFoundException

b) Unchecked Exception:

These exceptions are not checked during the compile time by the compiler. The compiler doesn't force to handle these exceptions. **It includes:**

- Arithmetic Exception
- ArrayIndexOutOfBoundsException

Q #33) What are the different ways to handle exceptions?

Answer: Two different ways to handle exceptions are explained below:

a) Using try/catch:

The risky code is surrounded by try block. If an exception occurs, then it is caught by the catch block which is followed by the try block.

Example:

```
class Manipulation{
public static void main(String[] args) {
add();
}
Public void add() {
try{
addition();
}catch(Exception e) {
```



```
e.printStackTrace();  
}  
}  
}
```

b) By declaring throws keyword:

At the end of the method, we can declare the exception using throws keyword.

Example:

```
class Manipulation{  
public static void main(String[] args){  
add();  
}  
public void add() throws Exception{  
addition();  
}  
}
```

Q #34) What are the advantages of Exception handling?

Answer: The advantages are as follows:

- The normal flow of the execution won't be terminated if an exception gets handled
- We can identify the problem by using catch declaration

Q #35) What are the Exception handling keywords in Java?

Answer: Enlisted below are the two Exception Handling Keywords:

a) try:

When a risky code is surrounded by a try block. An exception occurring in the try block is caught by a catch block. Try can be followed either by catch (or) finally (or) both. But any one of the blocks is mandatory.

b) catch:

This is followed by a try block. Exceptions are caught here.

c) finally:

This is followed either by try block (or) catch block. This block gets executed regardless of an exception. So generally clean up codes are provided here.

Q #36) Explain about Exception Propagation.

Answer: Exception is first thrown from the method which is at the top of the stack. If it doesn't catch, then it pops up the method and moves to the previous method and so on until they are got.

This is called Exception propagation.

Example:

```
public class Manipulation{  
public static void main(String[] args){  
add();  
}  
public void add(){  
addition();  
}  
}
```

From the above example, the stack looks like as shown below:

addition()
add()
main()

If an exception occurs in the **addition()** method is not caught, then it moves to the method **add()**. Then it is moved to the **main()** method and then it will stop the flow of execution. It is called Exception Propagation.

Q #37) What is the final keyword in Java?

Answer:

Final variable: Once a variable is declared as final, then the value of the variable could not be changed. It is like a constant.

Example:

```
final int = 12;
```

Final method: A final keyword in a method, couldn't be overridden. If a method is marked as a final, then it can't be overridden by the subclass.

Final class: If a class is declared as final, then the class couldn't be subclassed. No class can extend the final class.

Q #38) What is a Thread?

Answer: In Java, the flow of execution is called Thread. Every java program has at least one thread called the main thread, the main thread is created by JVM. The user can define their own threads by extending the Thread class (or) by implementing the Runnable interface. Threads are executed concurrently.

Example:

```
public static void main(String[] args){//main thread starts here
}
```

Q #39) How do you make a thread in Java?

Answer: There are two ways available to make a thread.

a) Extend Thread class: Extending a Thread class and override the run method. The thread is available in java.lang.thread.

Example:

```
Public class Addition extends Thread {
public void run () {
}
}
```

The disadvantage of using a thread class is that we cannot extend any other classes because we have already extended the thread class. We can overload the run () method in our class.

b) Implement Runnable interface: Another way is by implementing the runnable interface. For that, we should provide the implementation for the run () method which is defined in the interface.

Example:

```
Public class Addition implements Runnable {
public void run () {
}
}
```

Q #40) Explain about join () method.

Answer: Join () method is used to join one thread with the end of the currently running thread.

Example:

```
public static void main (String[] args){  
    Thread t = new Thread ();  
    t.start ();  
    t.join ();  
}
```

Based on the above code, the main thread has started the execution. When it reaches the code **t.start()** then 'thread t' starts the own stack for the execution. JVM switches between the main thread and 'thread t'.

Once it reaches the code **t.join()** then 'thread t' alone is executed and completes its task, then only the main thread starts the execution.

It is a non-static method. The Join () method has an overloaded version. So we can mention the time duration in join () method also ".s".

Q #41) What does the yield method of the Thread class do?

Answer: A yield () method moves the currently running thread to a runnable state and allows the other threads for execution. So that equal priority threads have a chance to run. It is a static method. It doesn't release any lock.

Yield () method moves the thread back to the Runnable state only, and not the thread to sleep (), wait () (or) block.

Example:

```
public static void main (String[] args){  
    Thread t = new Thread ();  
    t.start ();  
}  
public void run() {  
    Thread.yield();  
}  
}
```

Q #42) Explain about wait () method.

Answer: wait () method is used to make the thread to wait in the waiting pool. When the wait () method is executed during a thread execution then immediately the thread gives up the lock on the object and goes to the waiting pool. Wait () method tells the thread to wait for a given amount of time.

Then the thread will wake up after notify () (or) notify all () method is called.

Wait() and the other above-mentioned methods do not give the lock on the object immediately until the currently executing thread completes the synchronized code. It is mostly used in synchronization.

Example:

```
public static void main (String[] args){  
    Thread t = new Thread ();  
    t.start ();  
    Synchronized (t) {  
        Wait();  
    }  
}
```

}

Q #43) Difference between notify() method and notifyAll() method in Java.

Answer: The differences between notify() method and notifyAll() method are enlisted below:

notify()	notifyAll()
This method is used to send a signal to wake up a single thread in the waiting pool.	This method sends the signal to wake up all the threads in a waiting pool.

Q #44) How to stop a thread in java? Explain about sleep () method in a thread?

Answer: We can stop a thread by using the following thread methods:

- Sleeping
- Waiting
- Blocked

Sleep: Sleep () method is used to sleep the currently executing thread for the given amount of time. Once the thread is wake up it can move to the runnable state. So sleep () method is used to delay the execution for some period.

It is a static method.

Example:

Thread. Sleep (2000)

So it delays the thread to sleep 2 milliseconds. Sleep () method throws an interrupted exception, hence we need to surround the block with try/catch.

```
public class ExampleThread implements Runnable{
    public static void main (String[] args){
        Thread t = new Thread ();
        t.start ();
    }
    public void run() {
        try{
            Thread.sleep(2000);
        }catch (InterruptedException e){
        }
    }
}
```

Q #45) When to use the Runnable interface Vs Thread class in Java?

Answer: If we need our class to extend some other classes other than the thread then we can go with the runnable interface because in java we can extend only one class.

If we are not going to extend any class then we can extend the thread class.

Q #46) Difference between start() and run() method of thread class.

Answer: Start() method creates a new thread and the code inside the run () method is executed in the new thread. If we directly called the run() method then a new thread is not created and the currently executing thread will continue to execute the run() method.

Q #47) What is Multi-threading?

Answer: Multiple threads are executed simultaneously. Each thread starts its own stack based on the flow (or) priority of the threads.

Example Program:

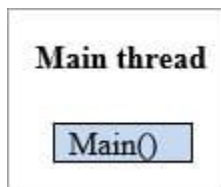
```
public class MultipleThreads implements Runnable
{
}
```

```

public static void main (String[] args){//Main thread starts here
Runnable r = new runnable ();
Thread t=new thread ();
t.start ();//User thread starts here
Addition add=new addition ();
}
public void run(){
go();
} //User thread ends here
}

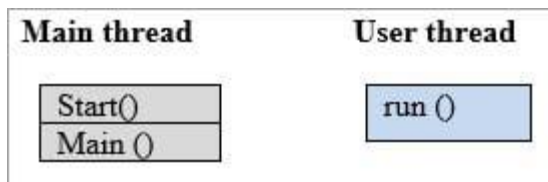
```

On the 1st line execution, JVM calls the main method and the main thread stack looks as shown below.



Once the execution reaches, **t.start ()** line then a new thread is created and the new stack for the thread is also created. Now JVM switches to the new thread and the main thread are back to the runnable state.

The two stacks look as shown below.



Now, the user thread executed the code inside the run() method.



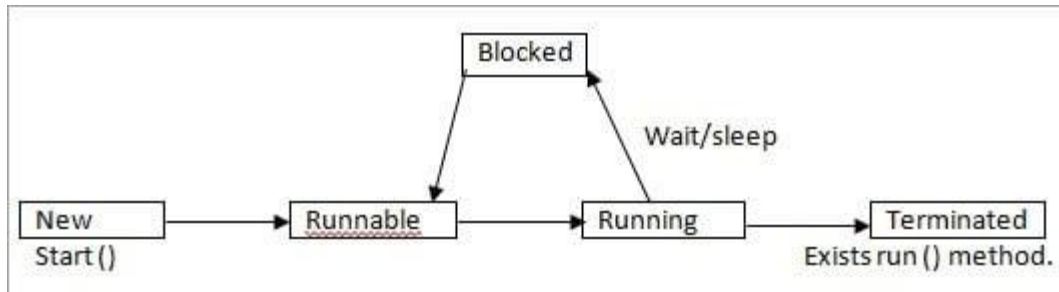
Once the run() method has completed, then JVM switches back to the main thread and the user thread has completed the task and the stack was disappeared.

JVM switches between each thread until both the threads are completed. This is called Multi-threading.

Q #48) Explain the thread life cycle in Java.

Answer: Thread has the following states:

- New
- Runnable
- Running
- Non-runnable (Blocked)
- Terminated



- **New:** In New state, a Thread instance has been created but start () method is not yet invoked. Now the thread is not considered alive.
- **Runnable:** The Thread is in the runnable state after the invocation of the start () method, but before the run () method is invoked. But a thread can also return to the runnable state from waiting/sleeping. In this state, the thread is considered alive.
- **Running:** The thread is in a running state after it calls the run () method. Now the thread begins the execution.
- **Non-Runnable(Blocked):** The thread is alive but it is not eligible to run. It is not in the runnable state but also, it will return to the runnable state after some time. **Example:** wait, sleep, block.
- **Terminated:** Once the run method is completed then it is terminated. Now the thread is not alive.

Q #49) What is Synchronization?

Answer: Synchronization makes only one thread to access a block of code at a time. If multiple threads accesses the block of code, then there is a chance for inaccurate results at the end. To avoid this issue, we can provide synchronization for the sensitive block of codes.

The synchronized keyword means that a thread needs a key in order to access the synchronized code.

Locks are per objects. Every Java object has a lock. A lock has only one key. A thread can access a synchronized method only if the thread can get the key to the objects to lock.

For this, we use the “Synchronized” keyword.

Example:

```

public class ExampleThread implements Runnable{
    public static void main (String[] args){
        Thread t = new Thread ();
        t.start ();
    }
    public void run() {
        synchronized(object) {
            {
            }
        }
    }
}
  
```

Q #50) What is the disadvantage of Synchronization?

Ans: Synchronization is not recommended to implement all the methods. Because if one thread accesses the synchronized code then the next thread should have to wait. So it makes a slow performance on the other end.

Q #51) What is meant by Serialization?

Answer: Converting a file into a byte stream is known as Serialization. The objects in the file are converted to bytes for security purposes. For this, we need to implement a `java.io.Serializable` interface. It has no method to define. Variables that are marked as transient will not be a part of the serialization. So we can skip the serialization for the variables in the file by using a transient keyword.

Learn More ==>> [Serializable and Cloneable](#)

Q #52) What is the purpose of a transient variable?

Answer: Transient variables are not part of the serialization process. During deserialization, the values of the transient variables are set to the default value. It is not used with static variables.

Example:

transient int numbers;

Q #53) Which methods are used during the Serialization and Deserialization process?

Answer: `ObjectOutputStream` and `ObjectInputStream` classes are higher level `java.io` package. We will use them with lower level classes `FileOutputStream` and `FileInputStream`. `ObjectOutputStream.writeObject` —> Serialize the object and write the serialized object to a file.

`ObjectInputStream.readObject` —> Reads the file and deserializes the object.

To be serialized, an object must implement the serializable interface. If superclass implements `Serializable`, then the subclass will automatically be serializable.

Q #54) What is the purpose of a Volatile Variable?

Answer: Volatile variable values are always read from the main memory and not from thread's cache memory. This is used mainly during synchronization. It is applicable only for variables.

Example:

volatile int number;

Q #55) Difference between Serialization and Deserialization in Java.

Answer: These are the differences between serialization and deserialization in java:

Serialization	Deserialization
Serialization is the process which is used to convert the objects into byte stream	Deserialization is the opposite process of serialization where can get the objects back from the byte stream.
An object is serialized by writing it an <code>ObjectOutputStream</code> .	An object is deserialized by reading it from an <code>ObjectInputStream</code> .

Q #56) What is SerialVersionUID?

Answer: Whenever an object is Serialized, the object is stamped with a version ID number for the object class. This ID is called the `SerialVersionUID`. This is used during deserialization to verify that the sender and receiver that are compatible with the Serialization.

Conclusion

