**Interview Questions: Set 3**

1. What is Wrappers?
2. What is boxing and unboxing?

**Autoboxing**

int i = 5;

Integer I = Integer.valueOf(i);// converting int into Integer

Integer b = i; // autoboxing

System.out.println(i + " " + I + " " + b);

**Unboxing**

Integer j = 15;

int k = j.intValue();// unboxing i.e converting Integer to int

int l = j; // unboxing

System.out.println(j + " " + k + " " + l);

1. What is the process of widening and narrowing?

Means casting

lower data type to upper =widening

upper data type to lower=narrowing

1. What are the different methods of object super class?

toString()

hashCode()

equals(Object obj)

clone()

finalize()

getClass()

wait() notify() notifyAll()

1. Explain the marker or tagging interface.

An interface which has no member is known as marker or taged interface,

Example:Serializable,clonable,remote etc they are used to provide some essential information to the jvm. So that jvm perform some useful operation

1. What are the different marker interfaces you know?

Example-> cloneable, serializable, single thread model

1. What are the different ways to clone the object?
2. What is the use of toString() method?

toString() method returns a string representation of the object.

1. How to achieve singleton design pattern?
2. What is factory design pattern? How to achieve it?
3. How do you achieve loose coupling?
4. What do you mean by reflection?