**NOTES:**

[A]: Basic knowledge, need to know. (Junior)

[B]: Advanced knowledge, should know. (Senior)

[C]: High-level knowledge, good to know. (TA/SA)

[D]: Optional knowledge. You’re will have more advantages when knowing. If don’t know, dismiss.

# PART 0. INTRODUCTION

## [A] Could you please introduce yourself and tell us more about working experience?

You need to outline your ideas into some items:

* Part 1: Name (short name)
* Part 2: Number of year experience
* Part 3: Experiences (framework, technologies, techniques, difficult solved-problem).
* Part 4: The most exciting projects (choose the best one). Tell about techniques and solution for this project.
* Part 5: Motivation.

Good morning sir!

I’m fine, thanks. Today, I’m very excited in talk with you.

So, Can I introduce my-self ?

As you see from my CV, my name is …. I have 4 **year experiences** as Software Engineer.

I have chance to work with some big customer from UK market or US market.

Today, I’m going to share with you my experiences about some front-end and back-end technologies.

About **front-end technologies.** such as AngularJs, Here map API, Bootstrap fw, HTML5 and so on

About **back-end technologies**. I refer **3 layers** architecture.

* **The first** layer is **Presentation** layer.
  + I used to Spring MVC, JSP/Servlet to build a web application.
  + Or to build a web service,
    - I used to Spring Rest Web-services or Jersey to build a restful web-services.
    - I used to Spring Web-services or Axis to build a SOAP web-services
* **The middle** layer is **Business** layer: I used to Spring architecture to build system. This layer is helpful for handling exception, multi thread and transaction management. Sometime, I have some issue with multi thread; to handle that, I use synchronized and the collections are supported concurrency.
* **The bottom** layer is **Persistent** layer: I used to JDBC or Hibernate to manage connection to database

About Database, I used to MSSQL, MySQL, PostgreSQL and NoSQL with unstructured data.  
My strength is self-confidence and always willing to learn new things.  
So, do you want to ask me any question?  
  
So, can I introduce about my latest project?  
- The system aims to improve many of the negative points associated with the experience of parking vehicles in congested urban environments.   
- We use some technologies such as AngularJS, Here map API. About back-end technologies, we use Spring MVS, Spring Rest web-service and deployment our web application to IBM cloud bluemix!  
- At first, we use Google map API but after that the customer need change it to Here Map API, that is challenge ourselves because first time us use here map api and here map api is not popular.  
- Next challenge, this is IBM cloud Bluemix, we need to deployment web application to IBM bluemix but some time it not working or running slowly.

What technologies will be used in your project?  
Do I need to research about some technologies?

## [A] Introduce about your recent projects, role, and responsibility?

Introduce about “difficult”, “challenging” project first, **don’t care timeline/order.**  
For each project, need to introduce:

* + Small description about project’s business, don’t care project name (because as usual project name is just an acronyms or doesn’t make sense).
  + Technologies was used in the project.
  + Your responsibilities (not manager, need to be a key person)

# PART 1. BASIC

## [A] What equals() and hashCode() method respond for? How and when override them?

* equals() method: it's used to compare it-self with another object. If two objects are equals, it returns true. If not, it returns false.
* hashCode() method: provides a hash code value for the object. Hashcode is also used in hashing based collection classes such as Hashtable, HashMap, HashSet etc.
* hashCode() is a method that we override in our custom classes and its mandatory to override if the "equals" method is overridden because equal objects must have equal hash codes.

## [A] When you override hashCode, which method do you override?

* Equals, why? 🡺 refer to contract between hashcode and equals function (open source code of HashMap to view)

## [A] If two objects are not equals by equals() method 🡪 Is it require that hashcode must be the same?

* Possible, hashcode can be the same eventhough equals = false. (base on contract between hashcode and equals function)

## [A] What are differences between Deep copy and Shallow copy?

* Deep copy: clone object and related child object
* Shallow copy: just copy reference address of an instance.

## [A] Is String mutable? Why?

* String is immutable. Because we create a string object that means we can not change the value of string. when we assign a new value that means we creates a new object and the first object is still in memory

## [A] How to make a user defined object as immutable

* Access modifier: all attributes are private and final. No setter method.

## [A] What finally() block use for?

* To release/clean up resource after using or after throwing exception.

## [A] What are pass by reference and pass by value?

* Pass by reference means the called functions parameter and the callers passed argument are the same.
* Pass by value means the called functions parameter is a copy of the callers passed argument.
* JAVA is strictly Pass by Value. Java passes objects as references and those references are passed by value.

## [A] What is the difference between a constructor and a method?

* Constructor is a member function, doesn’t return type, name = class name, used to create objects of that class.
* Method, normal member function, have name and a return type

## [A] What if the main method is declared as private?

* Will compile, but it will not run. (it will give "main() method not public" message.)

## [A] What if the static modifier is removed from the signature of the main method?

* Will compile, but it will not run (throws a runtime error "NoSuchMethodError".)

## [A] What if I write “static public void” instead of “public static void”?

* Will compile, and will run.

## [A] What if I don’t provide the String array as the argument to the method?

* Will compile, but it will not run (throws a runtime error "NoSuchMethodError".)

## [A] What is the first argument of the String array in main method?

* The String array is empty. It does not have any element.

## [A] If I do not provide any arguments on the command line, then the String array of Main method will be empty or null?

* It is Empty but not null

## [B] How to print “Hello World” with only one line of code in Java?

* System.format(“Hello World”)

## [A] What environment variables do I need to set on my machine in order to be able to run Java program?

* **PATH** are the two variables.

## [A] Can an application have multiple classes having main method?

* Yes

## [A] Can I have multiple main methods in the same class?

* No. the program fails to compile. The compiler says that the main() method is already defined in the class.

## [B] Do I need to import java.lang package any time? Why?

* No. Because all classes in the java.lang package are imported by default.

## [A] Can I import same package/class twice? Will the JVM load the package/class twice at runtime?

* Yes, I can import same package/class twice but JVM will load the package/class once at runtime

## [A] Does importing a package imports the sub-packages as well? E.g. Does importing com.MyTest.\* also import com.MyTest.UnitTests.\*?

* No, only classes on same package. Sub-package NO.

## [A] What is the difference between declaring a variable and defining a variable?

* String str; <- Declaring
* String str = "Hello"; Declaring and Defining.

## [A] What is the default value of an object reference declared as an instance variable?

* null

## [A] Can a top level class be private or protected?

* No, the compiler will complain that the "modifier private is not allowed here". It can public, abstract & final because they are allowed modifiers for a class.

## [A] What type of parameter passing does Java support?

* Pass By Value

## [A] Primitive data types are passed by reference or pass by value?

* Pass By Value

## [A] Object are passed by value or by reference?

* Pass By Value

## [A] Give a simplest way to find out the time a method takes for execution without using any profiling tool?

* Get time difference from System.currentTimeMillis() before and after execution.

## [A] What are wrapper classes? Why do we need wrapper classes?

* Java provides specialized classes corresponding to each of the primitive data types. These are called wrapper classes. They are example: Integer, Character, Double etc.
* It is sometimes easier to deal with primitives as objects. Moreover most of the collection classes store objects and not primitive data types. And also the wrapper classes provide many utility methods also. Because of these resons we need wrapper classes. And since we create instances of these classes we can store them in any of the collection classes and pass them around as a collection. Also we can pass them around as method parameters where a method expects an object.

## [A] What is the difference between the instanceof and getClass, these two are same or not?

* instanceOf, operator
* getClass(), method

## [A] What is a static block?

* Executed first when an object is instantiated

# PART 2. EXCEPTION HANDLING

## [A] Is it necessary that each try block must be followed by a catch block?

* Yes. Each try block must be followed by a catch block. And Finally block is optional.

## [B] What are Checked and UnChecked Exception?

* Checked: exception occurred at **compile time** (Ex: SQLException, IOException, ClassNotFoundException, …)
* Unchecked: exception occurred at **runtime** (Ex: ArrayIndexOutOfBoundException, NullPointerException, …)

## [A] What are runtime exceptions?

* Exceptions occurred at runtime (Ex: ArrayIndexOutOfBoundException, NullPointerException, …)

## [B] What is the difference between error and an exception?

* Error – Unrecoverable error (Ex: OutOfMemory error)
* Exception – Recoverable exception (Ex: FileNotFoundException, …)

## How to avoid unrecoverable

## [A] How to create custom exception?

* extends Exception

## [A] What are the different ways to handle exceptions? When should you use a particular exception handling between the one you give in your answer?

* There are two ways to handle exceptions: Try – Catch block or Throws

1. Try – Catch: You handle the problem by wrapping the desired code in a try block followed by a catch block to catch the exceptions
2. Throws: You let them handle the problem. List the desired exceptions in the throws clause of the method and let the caller of the method handle those exceptions.

* Try-catch block: owning responsibility.
* Throws: when making libraries or let them own the responsibility.

## [A] If I write return at the end of the try block, will the finally block still execute?

* Yes

## [A] If I write System.exit(0); at the end of the try block, will the finally block still execute?

* No

# PART 3. JAVA OOP

## [A] Compare Object vs Class vs Instance?

* An object is a software bundle of related state and behavior.
* A class is a blueprint/template or prototype from which objects are created.
* An instance is a single and unique copy of a class that representing an Object.

## [A/B] Describe the principles of OOP? Explain for each principle?

* Encapsulation:
  + encapsulate states, behaviors in a class, abstract class or interface;
  + restrict access by access modifiers.
* Abstraction: abstract states/behaviors of an object by using abstract class, interface, extends, super, this.
* Inheritance: extends states, behaviors of a super class.
* Polymorphism: abstract class, interface, overriding, overloading.

## [A] How many ways to implement inheritance in Java?

* Extends: ChildClass extends ParentClass.
* Delegation: ChildClass contain one attribute is an instance of ParentClass.

## [A] Why multiple inheritance is not supported in Java?

* Ambiguity around Diamond problem.
* Ex: A have method call(); B extends A -> overridden method call(); C extends A -> overridden call() method. If java support multiple inheritance, D extends B and C, so D should inherit that overridden method which overridden method will be used? Will it be from B or C?

## [A] Explain the different forms of Polymorphism.

* Runtime Polymorphism (or Dynamic polymorphism): Overriding
* Compile time Polymorphism (or Static polymorphism): Overloading

## [A] What is an abstract class?

* An abstract class is a class that is declared abstract keyword – it may or may not include abstract methods. Abstract classes cannot be instantiated, but they can be sub-classed. You can only subclass one abstract class

## [A] What is an Interface?

* You can implement any number of interfaces.

## [A] What is the ‘static’ keyword in java?

* **‘static** keyword can be used along with variable, method, block and nested class in Java.
* Variable: that means when a class is loaded the static variables are initialized
* Method: that mean when a class is loaded the static methods are loaded. You can invoked without the need for creating an instance of a class. Static method can access static data member and can change the value of it
* Block: Is used to initialize the static data member. It is executed before main method at the time of class loading.
* Nested class:

## [A] What is final in Java? How is it used?

* **‘final’** keyword can be used along with variable, method and Class in Java.
* Final variable: You can’t change value of it;
* Final method: You can’t override it in sub class
* Final class: that means it can’t be sub classed

## [A] What is method overloading, method overriding? What are the differences?

* Overloading means to have two or more methods with same name in the same class with different arguments.
* Overriding means to have two method has them same name and same arguments in two class, one at child class and another at parent class

## [A] How to prevent a method from being overridden?

* Using ‘Final’ keyword for method: public final void…

## [A] Do interface have member variables?

* Yes. And the member variables must be final.

## [A] Which modifiers are allowed for methods in an Interface?

* Using keywords: public, abstract

## [A] How to override the main method?

* No

## [A] How to invoke a superclass version of an overridden method?

* Use super.method()

## [A] Compare Composition, Aggregation, Association vs Inheritance?

* Inheritance: is an **“is-a”** relationship.
* Association: is a relationship between 2 object.
* Aggregation: is a special form of **association**. It is called a **“has-a”** relationship.   
  When an object contains the other object then it is called aggregation
* Composition is also a **“has-a”** relationship. It is a special form of **aggregation.**   
  When an object contains the other object, if the contained object cannot exist without the existence of container object, then it is called composition.
* For example:

Computer is an ElectronicMachine *//this is inheritance*

Computer is used by Student *//this is association*

Computer has a Screen *//this is aggregation.*

Computer has a Mainboard *//this is composition. The Mainboard can’t exist without the Computer*

## [A/B][IMPORTANT] What is the difference between an Interface and an Abstract class?

* Different in syntax: …
* Different in usage:
  + Interface: for optional behavior, API definition.
  + Abstract class: for some common behavior, all sub-class need to have.

## [A/B] When should I use Abstract Class, when should I use Interface?

* Give 3 examples base on answer in previous questions.
  + Example about Abstract Class
  + Example about Interface
  + Example about combination of Abstract class and Interface.

## [A] Give an example of Interface in real life?

## [A] Give an example of Abstract Class in real life?

## [B] Give an example of Abstract Class combine with Interface?

## [A] State the significance of public, private, protected, default modifiers?

* public: Public class is visible in other packages, field is visible everywhere (class must be public too)
* private: Private variables or methods are visible in the same class
* protected: is visible in all classes in the same package and all subclasses of this class.
* default: is visible to all within a particular package.

## [A] What are different types of inner classes?

* When a class is defined within a scope of another class, then it becomes nested class.
* Nested classes that are declared **static** are called **static nested classes**.
* Non-static nested classes are called inner classes.

## [B] What is a marker Interface?

* Interface doesn’t have anything

## [A] Can we declare an abstract method in a normal class? Why?

* Impossible. Because what happen if people invoke the abstract method of the instance which instantiate from this normal class

## [A] How does the Java default constructor be provided?

* If you don’t define your own constructor.

## [A] Can constructor be inherited?

* Yes, use super(…)

## [A] How are this() and super() used with constructors?

* this() is used to invoke a constructor of the same class.
* super() is used to invoke a superclass constructor.

## [A] What are the differences between Class Methods and Instance Methods?

* Class method: static method
* Instance method: normal method

# PART 4. SERIALIZATION

## [A] What is serialization and Why serialize?

* Transformation of objects to bytes. Save to file, database or send it over the network.

## [A] How do I serialize an object to a file?

* Implement Serializable. Use ObjectOutputStream.

## [A] Which methods of Serializable interface should I implement?

* None

## [B] How can I customize the serialization process? i.e how can one have a control over the serialization process?

* Externalizable

## [A] What is the common usage of serialization?

* Data transfer

## [B] What is Externalizable interface?

* Custom serialization process

## [A] When you serialize an object, what happens to the object references included in the object?

* The serialization mechanism generates an object graph for serialization. Thus it determines whether the included object references are serializable or not. This is a recursive process. Thus when an object is serialized, all the included objects are also serialized along with the original object.

## [A] What one should take care of while serializing the object?

* Make sure that objects included are also serializable

## [A] What happens to the static fields of a class during serialization?

* Not included.

## [B] What are serialization and externalization?

* Externalizable is an interface which contains two methods readExternal and writeExternal. These methods give you a control over the serialization mechanism. And You need to Override them.
* Serialization is an interface and no need to override any method.

## [A] What version Id when serializing use for?

* serialVersionUID

## [B] What is reflection?

* To describe code which is able to inspect other code in the same system

## [A] What is transient variable?

* Not include during serialization process

# PART 5. COLLECTIONS

## [A] What is Collection API?

* Set of classes and interface that allows you to store objects in a collection.

## [A] How do you traverse through a collection?

* Loops, Iterator

## [A] What is the List interface?

* Ordered collection according to insertion

## [A] What are the main implementations of the List interface?

* ArrayList, LinkedList, Vector

## [A] What is the Set interface?

* No duplicates collection

## [A] How to remove the duplication of the Set Collection?

* Set is a no duplicates collection so nothing to remove.

## [A] How to remove the duplication of the List Collection?

* Copy to Set then copy back to List.

## [A] What are the main implementations of the Set interface?

* HashSet, TreeSet, LinkedHashSet

## [A/B] What are differences between HashSet and TreeSet?

* Hashset = not sync, unordered, allow NULL.
* Treeset = not sync, natural order, faster and no allow NULL

## [A] What is a Map?

* Map is collection with the Key Value Pair

## [A] What are the main implementations of the Map interface?

* HashMap, TreeMap, Hashtable

## [A] How do you sorting a list of user-defined objects?

* Comparable, Comparator

## [A] What are the differences between the Comparable and Comparator interfaces?

* Comparable interface provides compareTo() method which compares itself with another object.
* Comparator interface provides compare() method which compares two elements

## [A] What is difference between Arrays and ArrayList ?

* Arrays: FixedSize, primitives, Objects, multidimensional.
* ArrayList: Growable, Objects only, single dimension

## [A] What are the advantages of ArrayList over arrays?

* Lot of helper methods and dynamic.

## [A] What are differences between ArrayList and Vector?

* ArrayList is Unsynchronized and Vector is Synchronized.
* When both of them need expand then A Vector defaults to doubling the size, while the ArrayList increases size by 50 percent.

## [A] What are differences between HashMap and HashTable?

* Hashmap: not synchronize and allows NULL
* HashTable: synchronized and NO allows NULL

## [A] What are differences between LinkedList and ArrayList?

* ArrayList uses index to access elements, faster than LinkedList, it is more lighter because memory address only contains the value. LinkedList is using pointers to next and previous elements

## [A/B] How do you decide when to use HashMap and when to use TreeMap?

* Use HashMap if you don't care of the order of the elements, and use TreeMap if you want your elements to be sorted

## [A] What are differences between HashMap and TreeMap?

* Hashmap not sync and unordered, allow NULL
* TreeMap not sync and ordered, NOT allow NULL

## [A] What is Set interface? TreeSet?

* Set is a no duplicates collection
* TreeSet is the main implementations of the Set interface. TreeMap not sync and ordered, NOT allow NULL

## [A] What is Iterator? How to use it? When you use For loop, when you use Iterator?

* The Iterator interface is used to step through the elements of a Collection.
* To use an iterator to traverse through the contents of a collection, follow these steps:  
  • Obtain an iterator to the start of the collection by calling the collection's iterator() method.  
  • Set up a loop that makes a call to hasNext(). Have the loop iterate as long as hasNext() returns true.  
  • Within the loop, obtain each element by calling next().
* Iterator have remove() method to remove element from the collection while For loop only support to iterate the collection.

## [B] Why are Iterators returned by ArrayList called Fail Fast?

## [A] What are differences between List and Set?

* Set is a no duplicates collection an unordered. Not support get element by index
* List is an ordered collection according to insertion. Support get element by index

## [A] Do List & Set have common parent?

* Yes. Collection.

## [A] Is Iterator a Class or Interface? What is its use?

* Interface, it is used to traverse the collection.

## [B] What is Collection.synchronizeList()?

* make List synchronized. It is use to make non-thread safe collection to be thread-safe

# PART 6. GARBAGE COLLECTION

## [A] What is the purpose of garbage collection in Java, and when is it used?

* To removed unreferenced Objects.

## [B] How to do GC tuning?

* The JVM controls the Garbage Collector; it decides when to run the Garbage Collector. JVM runs the Garbage Collector when it realizes that the memory is running low. The behavior of GC can be tuned by passing parameters to JVM. One can request the Garbage Collection to happen from within the java program but there is no guarantee that this request will be taken care of by JVM

## [B] How many type of memory in JVM?

* Heap Memory - storage for Java Objects
* Non-Heap Memory - stores loaded class and other metadata

## [B] What are differences between Stack and Heap memory?

* **Heap** memory is used by all the parts of the application while **Stack** memory is used only by one thread of execution.
* When an object is created, it’s always stored in the **Heap** space and **Stack** memory contains the reference to it. Stack memory only contains local primitive variables and reference variables to objects in heap space.
* Objects stored in the **heap** are globally accessible while **Stack** memory can’t be accessed by other threads.
* Memory management in stack is done in LIFO (Last In, First Out) manner while it’s more complex in Heap memory because it’s used globally. Heap memory is divided into Young-Generation, Old-Generation etc.
* Stack memory is short-lived while heap memory lives from the start till the end of application execution.
* If no memory for created object, JVM will throws OutOfMemoryError. If no memory left in stack, JVM will throws StackOverFlowError.

## [B] What is young-generation, old-generation memory?

* Young-generation – composed of 1 eden space and 2 survivor spaces. The place where all new objects are created. When young generation is filled, garbage collection is performed. This garbage collection is called **Minor GC**.
* Old-generation – contains the objects that are long lived and survived after many rounds of Minor GC. Usually garbage collection is performed in Old Generation memory when it’s full. Old Generation Garbage Collection is called Major GC and usually takes longer time.

## [B] What is isolated-island in term of GC?

* Describes one or more objects having no reference to them from active parts of an application.  
  When Object A references Object B and Object B references A but no other Objects references both.

## [B] When object will be remove by GC?

* If the object cannot be reached by any live thread.

## [B] Can you force GC to remove an object? Explain in detail.

* No, we can not force garbage collector to destroy objects , but we can request it by calling Sytem.gc() or its cousin Runtime.getRuntime().gc().

# PART 7. MULTITHREADING

## [B] Describe synchronization in respect to multithreading

* With respect to multithreading, synchronization is the capability to control the access of multiple threads to shared resources. Without synchronization, it is possible for one thread to modify a shared object while another thread is in the process of using or updating that object's value. This often leads to significant errors.

## [A] Explain different way of using thread?

* Extends Thread abstract class
* Implements Runnable interface

## [A] How to implement Java thread?

* Implements Runnable Interface and override run() method

## [B] What is thread safe?

* Thread safety is the process to make our program safe to use in multithreaded environment, there are different ways through which we can make our program thread safe.

## [B] How to implement thread safe?

* Immutable class
* Semaphore
* Synchronization is the easiest and most widely used tool for thread safety in java.
* Using ‘volatile’ keyword with variables to make every thread read the data from memory, not read from thread cache
* Using thread safe collection classes (For ex: [ConcurrentHashMap](http://www.journaldev.com/122/hashmap-vs-concurrenthashmap-%E2%80%93-example-and-exploring-iterator) for thread safety)
* Optional: Use of Atomic Wrapper classes from *java.util.concurrent.atomic* package. (For ex: AtomicInteger). Or use of locks from *java.util.concurrent.locks* package.

## [B] What is deadlock?

* Circular waiting for resource.

## [B] What is thread monitor?

* Use some tool like: Jconsole, JvisualVM to monitor Thread.

## [B] What are Critical sections, Mutex (Mutual Exclusion) and Semaphore?

* Critical sections: road intersections. Vehicles move in different directions(different threads) so these intersections need traffic lights(synchronize) to avoid accidents.
* Mutual exclusion: If in your house there is only one restroom, once someone uses it, the others must wait for you to finish your business there before using it.
* Semaphore: You are in a restaurant with limited number of tables. The reception lady will act as a semaphore. You will only be accommodated when there is an empty table. if there's none, you have to wait after others will finish eating.

## [B] Java concurrency framework if you know?

# PART 8. PERFORMANCE TUNING

## [B] How to monitor JVM performance?

* Use Jconsol, jVisualVM, logging CPU+Memory+TCP open connection, GC (overhead?)

## [B] How to do JVM tuning?

* Increase head size
* Increase perm size
* Configure how long for GC to collect unused variables.

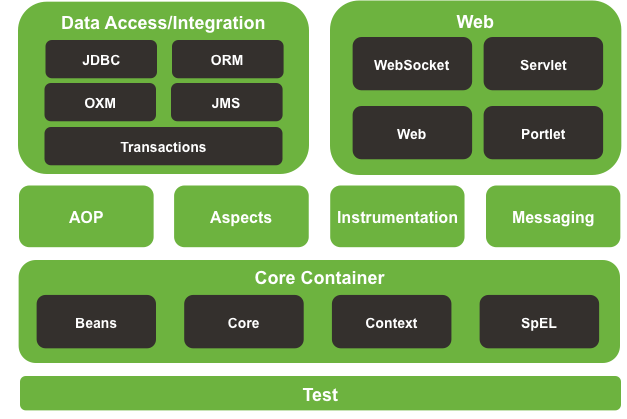
## [B][IMPORTANT] Have you ever faced to performance issues and how to solve them?

* State your own problem and your solution. If you don’t have, skip this question. But, this is IMPORTANT question. Your assessment is very high if you can answer this question.

# PART 9. SPRING

## [A] How many modules in Spring Framework?

* The Spring Framework consists of features organized into about 20 modules. These modules are grouped into Core Container, Data Access/Integration, Web, AOP (Aspect Oriented Programming), Instrumentation, Messaging, and Test, as shown in the following diagram.



## [B] What are the different modules in Spring framework?

## [A] How many modules do you work with?

* **Core Container**

The spring-core and spring-beans modules (including the IoC and Dependency Injection features.)

The spring-context

* **AOP (Aspect Oriented Programming)**

The spring-aop ()

* **Data Access/Integration**

The spring-jdbc

The Spring-orm (including [JPA](http://docs.spring.io/spring/docs/current/spring-framework-reference/html/orm.html#orm-jpa) and [Hibernate](http://docs.spring.io/spring/docs/current/spring-framework-reference/html/orm.html#orm-hibernate).)

The Spring-jms (Java message service)

* **Web**

The spring-web, spring-webmvc

The spring-websocket

* **Test**

The spring-test module supports the [unit testing](http://docs.spring.io/spring/docs/current/spring-framework-reference/html/unit-testing.html) and [integration testing](http://docs.spring.io/spring/docs/current/spring-framework-reference/html/integration-testing.html) of Spring components with JUnit or TestNG.

## [A] What is IOC ? How to inject in spring bean?

* Inversion Of Control (IoC) is a design pattern that removes the dependency from the programming code. That means we have inverted the control of creating the object. We provide metadata to the IOC container either by XML file or annotation and container will create the object for us.

## [A] Give me 5 reasons to use spring.

* Open source and no vendor lock-in
* Easier
* Dependencies – Dependency Injection and Inversion of Control
* Modularity – Spring has layered architecture. Use what you need and leave you don't need now
* Flexible

## [B] What is IoC vs DI?

* Inversion Of Control (IoC) is a design pattern that removes the dependency from the programming code. That means we have inverted the control of creating the object. We provide metadata to the IOC container either by XML file or annotation and container will create the object for us.
* Dependency Injection (DI) is a sub-type of IoC and It is implemented by Constructor Injection and Setter Injection. ID makes our programming code loosely coupled and easier for testing.

## [B] What is AOP?

* AOP used to increase modularity by cross-cutting concerns. It can affect the whole application and should be centralized in one location in code as possible, such as transaction management, authentication, logging, security etc. When a method is execute, Spring AOP can hijack the executing method, and add extra functionality before or after or around the method execution.
* Spring AOP, aspects are implemented using regular classes or regular classes annotated with the @Aspect annotation
* For Ex: System has 10 method; and I need write log when call each of 10 method that.

If without AOP: I need change the code in all methods. But, in future, I don't need write log for them. I need to change code in all methods and maintenance problem.

If using AOP: I don't have to call methods from method (don't change the code in all methods). Now we can define the additional concern in the xml file. In future, I don't need write log for them, I need to change only in the xml file. So, maintenance is easy with AOP

## [B] What are important ApplicationContext implementations in Spring framework?

* The ApplicationContext (located in the org.springframework.context package) is a type of IoC container which makes Spring fw. It is extend from BeanFactory, it provides all the functionality of BeanFactory.
* An ApplicationContext provides:  
  a) Bean factory methods for accessing application components  
  b) Access to resources, such as URLs and files  
  c) The ability to publish events to registered listeners  
  d) Loading of multiple (hierarchical) contexts, allowing each to be focused on one particular layer, for example the web layer of an application
* Create ApplicationContext

*ApplicationContext context = new ClassPathXmlApplicationContext("applicationContext.xml");*

## [B] What is BeanFactory interface?

* The **BeanFactory** (located in org.springframework.beans.factory package) is a type of IoC container which makes Spring framework. It is responsible to instantiate, configure and manages beans.
* These dependencies are reflected in the configuration data used by the BeanFactory.
* 3 ways you can configure BeanFactory:

*Resource res = new FileSystemResource("beans.xml");*

*XmlBeanFactory factory = new XmlBeanFactory(res);*

Or

*ClassPathResource res = new ClassPathResource("beans.xml");   
XmlBeanFactory factory = new XmlBeanFactory(res);*   
Or  
*ClassPathXmlApplicationContext appContext = new ClassPathXmlApplicationContext(   
new String[] {"applicationContext.xml", "applicationContext-part2.xml"});   
// of course, an ApplicationContext is just a BeanFactory  
BeanFactory factory = (BeanFactory) appContext;*

## What is the different between BeanFactory and ApplicationContext?

* The BeanFactory and the ApplicationContext interfaces acts as the IoC container.
* The ApplicationContext interface is built on top of the BeanFactory interface
* The ApplicationContext adds some extra functionality than BeanFactory such as simple integration with Spring AOP, message resource handling (for I18N), event propagation, application layer specific context (e.g. WebApplicationContext) for web application
* So it is better to use ApplicationContext than BeanFactory.

## [B] What is WebApplicationContext interface?

* The WebApplicationContext is an Interface to provide configuration for a web application. It extends from ApplicationContext and add getServletContext() method. And like generic application contexts, web application contexts are hierarchical

## What is the different between ApplicationContext and WebApplicationContext?

* The WebApplicationContext extends from ApplicationContext
* Central ApplicationContext interface to provide configuration for an application and WebApplicationContext interface to provide configuaration for a web application

## [B] Do I need to instantiate the container more than once? Why?

## [B] Can you integrate multiple bean configuration xml?

## [B] How many are the different types of AutoProxying? What are they?

## [B] What are the 5 types of AOP Advice?

* (also provide examples of practical uses)

## [B] What is the difference between singleton and prototype bean?

* (also research about bean scopes)

## [B] What kind of exceptions does spring DAO classes throw?

## [B] How many methods to provide configuration metadata to the Spring Container?

* (also know how to implement)

## [B] What is an Aspect?

## [B] What is a Jointpoint vs Advice vs Pointcut?

* **Jointpoint** –is any point in your program such as method execution, exception handling, field access etc. Spring supports only method execution join point.
* **Advice** – Advice represents an action taken by an aspect at a particular join point.
* **Pointcut** – It is an expression language of AOP that matches join points.
* **Advisor** – Group ‘Advice’ and ‘Pointcut’ into a single unit, and pass it to a proxy factory object.

# PART 10. REST – WEB SERVICE

## [A] How many year of restful web service experience do you have?

## [A] How do you use a web service?

* (include discussion about input/output, content format)

## [A] Have you worked with web services before? (should explain SOAP or REST)

## [A] How would you implement a rest web service? (should explain SOAP or REST)

* use the following keywords in your discussion

Spring Web MVC

DispatcherServlet

Presentation Layer

Service Layer

Persistent Layer

Annotations

## [A] How can we parse Json and XML with REST?

* (discuss Jackson and JAXB)

## [A] Can you explain how to implement Restful by using Spring framework?

* (cite the libraries needed, discuss the components you need to create)

## [A] How can implement the restful web service to return the json, xml you can use any framework?

* (discuss Content-type Negotiation)
* <http://theblasfrompas.blogspot.com/2013/10/spring-mvc-rest-content-negotiation.html>

## [A] If I want a json response or xml response, what’s difference between requests?

## [A] Could you give me some steps to create a restful Web Service?

* use the following keywords in your discussion

Spring Web MVC

DispatcherServlet

Presentation Layer

Service Layer

Persistent Layer

Annotations

## [A] What are differences between GET and POST method? How about other method?

* (mention the supported length, data type, resource, cache)

## [A] What is REST and RESTful web services ?

* (discuss in terms of communication, state, cache)

## [B] What is differences between RESTful web services and SOAP web services ?

* (discuss in terms of protocol, uses, format, performance, cache)

## [D] What is Restlet framework ?

## [A] What is Resource in REST framework ?

## [D] Can you use Restlet without any web-container ?

## [D] What is difference between Restlets and Jersey ?

## [D] What is RESTEasy ?

## [A] What are the tools used for creating RESTFull web services ?

## [A] How to display custom error pages using RestFull web services ?

## [A] Which HTTP methods are supported by RestFull web services ?

## [B] What is difference between top-down and bottom-up approach of developing web services ?

## [B] What happens if RestFull resources are accessed by multiple clients ? do you need to make it thread-safe?

## [B] What differences between synchronous vs asynchronous web services?

## [A] What is WSDL?

* (keywords: web service, operations, parameters)

## [B] What is JAX-WS and JAX-RS?

## [A] What are the underlying protocol over which you can send SOAP request?

## [A] What are the different formats supported by REST API?

## [D] What is use of JAX-RPC?

## [B] How many types of JAXM messaging models?

## [D] Explain WSDL types?

## [B] REST vs SOAP?

## [D] What is UDDI?

## [A] @Service, @Controller, @Repository, @Component?

## [B] What kind of design pattern used in Spring?

## [A] What is used for parsing XML and JSON in Spring?

## [A] What is JAXB?

## [A] What are differences between DOM parser and SAX parser?

## [A] What Maven used for?

* (keywords: build automation)

## [A] What is POM file?

* (keywords: configurations, dependencies)

## [A] Do you use maven? Multi modules or single module?

# PART 11. DATABASE – JDBC – HIBERNATE

## [A] What is outer join, left join, inner join?

## [B] What is index? When should you use index?

## [B] What is transaction? Why do you use transaction?

## [C] Explain the new Features of JDBC 2.0 Core API?

## [A] What is JPA framework?

## [A] Mapping one-to-may , many-to-one. where to use this annotation

## [A] What should you do when mapping list?

## [B] Differentiate local and JTA transaction managing.

## [A] Which provider do you you use?

# PART 12. DESIGN PATTERN

## [A] What kind of design pattern you know?

* Singleton
* Factory
* Visitor
* Observer
* Façade
* Template
* Service Locator
* Front Controller
* IoC
* MVC
* Iterator
* Comparable vs Comparator

## [A] What façade pattern, factory pattern, singleton, observer, IoC, Dependency Injection, AOP pattern? When you use them?

## [B] What is service locator pattern?

## [A] What is an Iterator?

## [A] Dynamic proxy pattern?

## [A] Builder pattern?

# PART 14. DESIGN

## [A] Which tool do you use to draw diagram? Which kind of diagram do you use?

* Sequence diagram: Visio, Rational Rose.
* Activity diagram: Visio
* System Integration diagram: Visio, Power Point, Excel, Word

# PART 15. XML

## [A] What is XML Schema?

* 1. keyword: structure

## [A] What is JAXP, JAXB?

* 1. also discuss differences

## [A] If we have convert objects from Java to XML, what the framework you will use?

# PART 17. INTERNALIZATION

## How to store localization in db. There's a form saving movie titles in multi-languages. How to organize saving in db

# PART 18. SECURITY (JAVA SECURITY)

## [A] Tell your experience about security in pragramming

## [A] What is JAAS?

## [A] How do you organize authorization vs authentication?

## [A] How to customize user information object after validating successfully?

# PART 19. OSGi

## Have you ever worked with GIT and OSGi

# PART 19. CONCLUSION

## Do you have any question for us? (IMPORTANT, LAST IMPRESSION)

* What technologies will be used in your project?
* Do I need to research about some technologies?
* Which kind of caching methodology that you prefer?
* What can I achieve while working with your project? (need to confidence)