1. What is a programming language?   
   A programming language is a computer language used by programmers (developers like software engineers) to communicate with computers. It is a set of instructions written in any specific language (C, C++, Java, Python) to perform a particular task.
2. why do we need a programming language?  
   The programing language enables us to write efficient programs and develop online   
   solutions such as mobile applications, web applications, games, etc. Programming is used   
   to automate, maintain, assemble, measure, and interpret the processing of data and information.
3. what are the features of java?
4. Simple: Java is easy to learn and its syntax is quite simple, clean and easy to understand. The confusing and ambiguous concepts of C++ are either left out in Java or they have been re-implemented in a cleaner way.
5. Object Oriented: In java, everything is an object which has some data and behavior. Java can be easily extended as it is based on Object Model. Following are some basic concepts of OOP's.
6. Object
7. Class
8. Inheritance
9. Polymorphism
10. Abstraction
11. Encapsulation
12. Robust: Java makes an effort to eliminate error borne codes by emplacing mainly on compile time.
13. Platform Independent: Unlike other programming languages such as C, C++ etc. which are compiled into platform specific machines. Java is guaranteed to be write-once, run-anywhere language.
14. Secure: When it comes to security, Java is always the first choice. With java secure features it enables us to develop virus free, temper free system. Java program always runs in Java runtime environment with almost null interaction with system OS, hence it is more secure.
15. Multi-Threading: Java multithreading feature makes it possible to write program that can do many tasks simultaneously. Benefit of multithreading is that it utilizes same memory and other resources to execute multiple threads at the same time, like While typing, grammatical errors are checked along.
16. Architectural Neutral: Compiler generates bytecodes, which have nothing to do with a particular computer architecture, hence a Java program is easy to interpret on any machine.
17. Portable: Java Byte code can be carried to any platform. No implementation dependent features. Everything related to storage is predefined, example: size of primitive data types
18. High Performance: Java is an interpreted language, so it will never be as fast as a compiled language like C or C++. But, Java enables high performance with the use of just-in-time compiler.
19. Distributed: Java is also a distributed language. Programs can be designed to run on computer networks. Java has a special class library for communicating using TCP/IP protocols. Creating network connections is very much easy in Java as compared to C/C++.
20. what is an object?  
    An entity that has a state and behavior is known as an object. It also refer real world entity.
21. what is the class?  
     A class is a basic building block. It can be defined as a template that describes the data and behavior associated with class instantiation. In simple word it is blue print for creating objects.
22. Explain about the main() method in java?  
    The main () is the starting point for JVM to start the execution of a Java program. Without the main () method, JVM  
    will not execute the program. The syntax of the main () method is: public: It is an access specifier. We should  
    use a public keyword before the main () method so that JVM can identify the execution point of the program.