**Interview Questions: Set 3**

1. What is Wrappers?
2. What is boxing and unboxing?
3. What is the process of widening?
4. What are the different methods of object super class?
5. Explain the marker or tagging interface.
6. What are the different marker interfaces you know?
7. What are the different ways to clone the object?
8. What is the use of toString() method?
9. How to achieve singleton design pattern?
10. What is factory design pattern? How to achieve it?
11. How do you achieve loose coupling?
12. What do you mean by reflection?