1. Access Specifiers determine which parameters, methods, etc. are visible from elsewhere. Therefore, the OOPS concept that fits best is encapsulation because it relates to grouping.
2. The object class has a number of methods such as toString, Clone, etc. that differ based on which subclass extends it.
3. Java 12- Expanded Switch statement, JVM constant API

Java 8-New Date API, Lambda expressions

Java 7-Strings in Switch statements, type inference for generic instances, multiple catch statements

Java 6-JDBC 4.0, Compiler API

1. System is the class which contains many fields and methods. This includes out, which represents the default output stream, stdout. Println is the method called to output Strings to the console.
2. Public specifies that the class is visible everywhere rather than being private. Static specifies that the main method doesn’t belong to an instance of the class, but rather the class itself. Void specifies that nothing is returned from main. Main is the name of the method. String [] args is the array of strings provided as command line arguments.
3. ..
4. JDK is the development kit which contains the tools needed to write Java code. JRE is the runtime environment containing the JVM, and the core classes and supporting libraries. The JVM is the platform as a Virtual Machine on which the Java Bytecode is run.
5. Path is the environment variable used to find the executable. Classpath is the path to find java classes and jar files.
6. Java supports pass by value by copying variables passed to a method. There are no direct pointers which would support pass by reference.
7. Java doesn’t use pointers because it makes data on the heap safer because there is no direct access. It also makes code easier to write and makes mistakes less likely and disruptive.
8. Developers believed that the Unicode characters would require 2 bytes, but it actually requires 4. ASCII only requires one, but because of this misunderstanding, the char type has 2 bytes.