**4. What are generics and why are they useful?**

* Allow type-safe data structures. Example: List<String>.

**5. What is the difference between List, Set, and Map?**

* List: Ordered, allows duplicates.
* Set: Unordered, no duplicates.
* Map: Key-value pairs.

**6. What’s the difference between Comparable and Comparator?**

* Comparable: Natural ordering (compareTo() in the object).
* Comparator: Custom ordering using external class.

**🧵 Concurrency & Multithreading**

**1. What is the difference between Thread and Runnable?**

* Thread: Subclass, overrides run().
* Runnable: Interface, shared by multiple threads.

**2. What are synchronized methods and blocks?**

* Ensure that only one thread can access a method/block at a time.

**3. Explain thread lifecycle in Java.**

* New → Runnable → Running → Blocked/Waiting → Terminated

**4. What is the use of volatile keyword?**

* Ensures visibility of changes to variables across threads.

**5. How does wait(), notify(), and notifyAll() work?**

* Used for thread communication inside synchronized blocks.

**6. What is a ThreadPoolExecutor?**

* Manages a pool of worker threads; efficient for handling many short tasks.

**⚙️ Exception Handling**

**1. What is the difference between checked and unchecked exceptions?**

* Checked: Must be handled (e.g., IOException).
* Unchecked: Runtime exceptions (e.g., NullPointerException).

**2. What is a try-catch-finally block?**

* Used to handle exceptions and ensure final execution.

**3. Can you catch multiple exceptions in one block?**

* Yes, using multi-catch (Java 7+): catch (IOException | SQLException e)

**4. How to create a custom exception in Java?**

class MyException extends Exception {

public MyException(String message) { super(message); }

}

**📦 Java 8+ Features (Lambdas, Streams, etc.)**

**1. What is a lambda expression in Java?**

* A concise way to represent an anonymous function.

(x, y) -> x + y

**2. What are functional interfaces?**

* Interfaces with a single abstract method. Example: Runnable, Function<T,R>

**3. What is the Stream API and how is it used?**

* Used for processing collections with a functional approach.

list.stream().filter(x -> x > 5).collect(Collectors.toList());

**4. Difference between map() and flatMap() in streams.**

* map(): Transforms each element.
* flatMap(): Flattens nested structures.

**5. What is Optional and how is it used to avoid NullPointerException?**

* A container for optional values.

Optional<String> name = Optional.ofNullable(getName());

name.ifPresent(System.out::println);

**🧪 Coding & Algorithm Style Questions (Java-based)**

**1. Reverse a string or linked list.**

String reversed = new StringBuilder(input).reverse().toString();

**2. Check for a palindrome.**

boolean isPalindrome = str.equals(new StringBuilder(str).reverse().toString());

**3. Implement a singleton class.**

public class Singleton {

private static Singleton instance = new Singleton();

private Singleton() {}

public static Singleton getInstance() {

return instance;

}

}

**4. Detect a cycle in a linked list.**

* Use Floyd’s Cycle Detection Algorithm (slow and fast pointers).

**5. Implement a simple LRU cache.**

* Use LinkedHashMap with accessOrder set to true.

class LRUCache<K, V> extends LinkedHashMap<K, V> {

private int capacity;

public LRUCache(int capacity) {

super(capacity, 0.75f, true);

this.capacity = capacity;

}

protected boolean removeEldestEntry(Map.Entry<K, V> eldest) {

return size() > capacity;

}

}