

- 1) abcd abc false  
    abcd abcd true

**Explanation :** While String objects are immutable, references to Strings are mutable.

The code `s1 += "d";` creates a new String object.

StringBuffer objects are mutable, so the `append()` is changing the single StringBuffer object to which both StringBuffer references refer.

- 2) String
- 3) a  
    b  
    c

**Explanation :** While creating a new object of 'Third' type, before calling the default constructor of Third class, the default constructor of super class is called i.e, Second class and then again before the default constructor of super class, default constructor of First class is called. And hence gives such output.

- 4) 20
- 5) 4
- 6) Writing...
- 7) Not Equal
- 8) First statement of try block  
    15  
    finally block  
    Main method
- 9) constructor called  
    constructor called
- 10) Static Block 1  
    Static Block 2  
    Value of num = 100  
    Value of mystr = Constructor