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Java EE interview questions and answers

Posted on [August 15, 2014](#) by [Arulkumaran Kumaraswamipillai](#) — No

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Q1. How does the new bean validation framework avoid duplication across multiple Java EE layers?

A1. Developers often code the same validation logic in multiple layers of an application, which is time consuming and error-prone. At times they put the validation logic in their data model, cluttering it with what is essentially metadata. JEE 6 Improves validation and duplication with a much improved annotation based bean validation. Bean Validation offers a framework for validating Java classes written according to JavaBeans conventions. You use annotations to specify constraints on a JavaBean. For example,

1

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```

2 public class Contact {
3
4     @NotEmpty @Size(max=100)
5     private String firstName;
6
7     @NotEmpty @Size(max=100)
8     private String surname;
9
10    @NotEmpty @Pattern("[a-zA-Z]+")
11    private String category;
12
13    @ShortName
14    private String shortName; //custom validation
15
16    ...
17
18    public String getFirstName() {
19        return firstName;
20    }
21
22    public void setFirstName(String firstName) {
23        this.firstName = firstName;
24    }
25
26    ...
27 }
28

```

Q2. Can you have custom user defined bean validations?

A2. Yes.

Firstly define a custom annotation

```

1
2 @ConstraintValidator(ShortNameValidator.class)
3 @Documented
4 @Target({ElementType.METHOD, ElementType.FIELD,
5 @Retention(RUNTIME)
6 public interface ShortName {
7     String message() default "Wrong name";
8     String[] groups() default {};
9 }
10

```

and then provide the validation logic

```

1
2 public class ShortNameValidator implements ConstraintValidator
3
4     private final static Pattern SHORTNAME_PATTE
5
6     public void initialize(Contact constraintAnn
7         // nothing to initialize
8     }
9
10
11 public boolean isValid(String value, Constraint

```

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```

12         return SHORTNAME_PATTERN.matcher(value).
13     }
14 }
15 }
16

```

Q3. What are the benefits of the asynchronous processing support that was introduced in Servlet 3.0 in JEE 6?

A3. 1. If you are building an online chess game or a chat application, the client browser needs to be periodically refreshed to reflect the changes. This used to be achieved via a technique known as the server-polling (aka client pull or client refresh). You can use the HTML tag for polling the server. This tag tells the client it must refresh the page after a number of seconds.

```

1
2 <META http-equiv="Refresh" content="10"; url="new
3

```

The URL newPage.html will be refreshed every 10 seconds. This approach has the downside of wasting network bandwidth and server resources. With the introduction of this asynchronous support, the data can be sent via the mechanism known as the server push as opposed to server polling. So, the client waits for the server to push the updates as opposed to frequently polling the server.

2. The Ajax calls are integral part of any web development as it provides richer user experience. This also means that with Ajax, the clients (i.e. browsers) interact more frequently with the server compared to the page-by-page request model. If an Ajax request needs to tap into server side calls that are very time consuming (e.g. report generation), the synchronous processing of these Ajax requests can degrade the overall performance of the application because these threads will be blocked as the servers generally use a thread pool with finite number of threads to service concurrent requests. The asynchronous processing will allow these time consuming requests to be throttled via a queue, and the same thread(s) to be recycled to process queued requests without having to chew up the other threads from the server

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thread-pool. This approach can be used for non Ajax requests as well.

Note: In JEE 6, The EJB 3.1 can also specify a Session Bean to be asynchronous.

Q4. What are benefits of web fragementes introduced in Servlet 3.0 spec?

A4. Web applications use frameworks like JSF, Struts, Spring MVC, Tapestry, etc. These frameworks normally bootstrap (i.e register) via the web.xml file using the and tags. For example

Old way: The web.xml file

```
1
2 <?xml version="1.0" encoding="UTF-8"?>
3 <web-app version="2.5"
4     xmlns="http://java.sun.com/xml/ns/javaee"
5     xmlns:xsi="http://www.w3.org/2001/XMLSchema-
6     xsi:schemaLocation="http://java.sun.com/xml/
7     http://java.sun.com/xml/ns/javaee/web-app_2_
8
9     <servlet>
10         <servlet-name>My JSFServlet</servlet-nam
11         <servlet-class>javax.faces.webapp.FacesS
12         <load-on-startup>1</load-on-startup>
13     </servlet>
14
15     <servlet-mapping>
16         <servlet-name>My JSFServlet</servlet-nam
17         <url-pattern>/faces/*</url-pattern>
18     </servlet-mapping>
19
20 </web-app>
21
```

If a particular application uses more than one framework, the above approach is not modular as you will have to bootstrap all the frameworks within the same web.xml file, making it large and difficult to isolate framework specific descriptors. The Servlet 3.0 specification addresses this issue by introducing web fragments. A web fragment can be considered as one of the segment of the whole web.xml and it can be thought of as one or more web fragments constituting a single web.xml file. The fragment files are stored under /META-INF/web-fragment.xml, and it is the responsibility of the container to scan the fragement files during the server start-up.

New way: The web-fragment.xml file

```
1
2 <web-fragment>
3   <servlet>
4     <servlet-name>myFrameworkSpecificServlet
5     <servlet-class>myFramework.myFrameworkSe
6   </servlet>
7
8   <listener>
9     <listener-class>myFramework.myFrameworkL
10  </listener>
11 </web-fragment>
12
```

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Arulkumaran Kumaraswamipillai

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About Arulkumaran Kumaraswamipillai

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