1. A method, class, or variable declared to be “protected” can only be accessed by classes in the same package.

2. Comparing two objects with “==” will return true if the instance variables of each have the same values.

3. Whenever the "&&" operator is used, such as in: exp1 && exp2, where exp1 and exp2 are boolean expressions, both the boolean expressions are not always evaluated.

4. A value of type “int” can be assigned to a variable of type “long” without any compiler errors or warnings.

5. If a = 10 and b = 15, then the statement “x = (a > b) ? a : b”; assigns the value 10 to x

6. Objects of a subclass can be assigned to a super class reference.

7. In Java, it is possible to define a class inside of another class.

8. A class can implement at most one interface, but extend (inherit from) multiple classes.

9. A class can have more than one method with the same name.

10. String s1 = "Hello";

String s2 = new String(s1);

String s3 = "HELLO";

System.out.println(s1.equals(s2) + " " + s2.equals(s3));

The output of the above code is ‘true false’.

11. If you declare a local int variable inside a method, it will automatically be initialized to 0.

12. When an instance of a class, or object, is specified as a parameter to a method, a reference to the said object is passed to the method.

13. Unlike methods, a constructor can never be declared as private.

14. In the following code:

try {

foo.bar();

System.out.println(“Print 1”);

```
} catch (Exception e ) {

System.out.println( “Print 2” );

} finally {

System.out.println( “Print 3” );

}
```

The message “Print 3” is the only one that is guaranteed to always be printed, no matter if the method bar() throws an exception or not.

15. A class can have an instance variable whose type is the class itself (ex: class Foo { Foo bar = new Foo(); }).

16. The “throws” keyword is used to manually throw an exception in Java.

17. The "switch" selection structure must always end with the “default” case.

18. It is possible to instantiate an abstract class.

19. Every Java object ”is a” Object (in other words, every class inherits from the Object class).

20. One of the advantages of inheritance and polymorphism is that it allows the same piece of code to handle multiple similar classes by using a shared superclass.

21. It is possible to call the constructor of the superclass from the constructor of the subclass.

22. In String Constant Pool, there will be no two string objects having the same content.

23. The Java compiler translates Java source code to machine byte code.

24. If a class variable is declared “static”, then it will be shared by all instances of that class.

25. Java does not allow a method in a subclass with the same signature as a method in the super class.