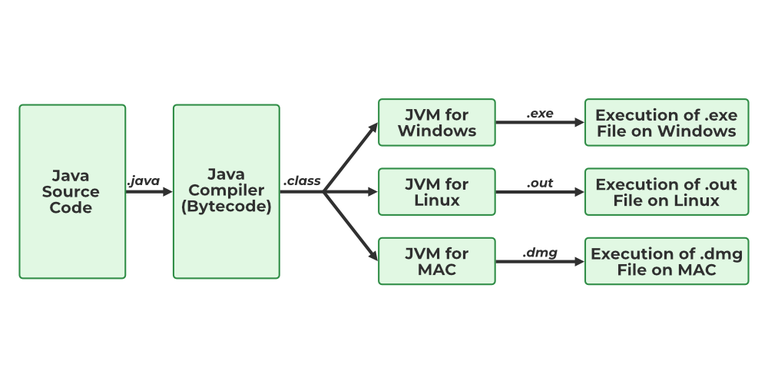
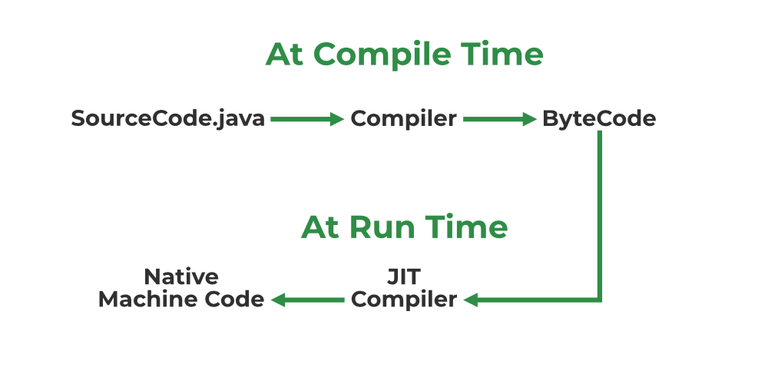
200 Core Questions from Geeks for Geeks

https://www.geeksforgeeks.org/java-interview-questions/

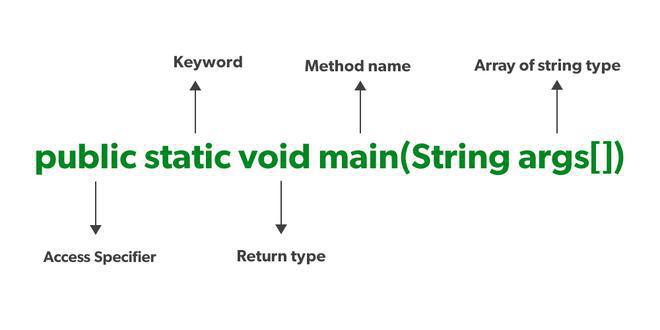
JVM



JIT

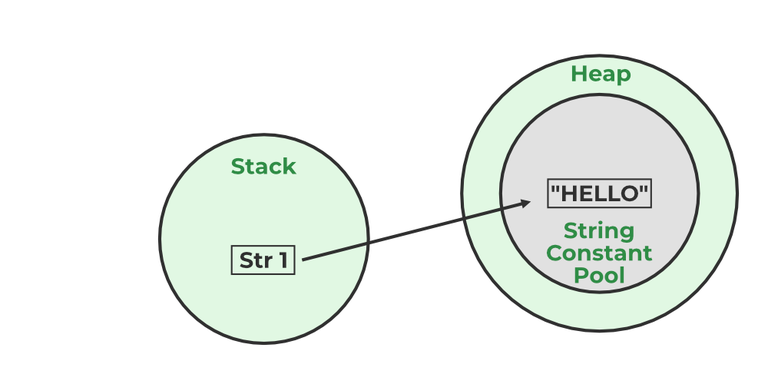


Keywords:



**static**: static is a keyword used so that we can use the element without initiating the class so to avoid the unnecessary allocation of the memory.

### Java String Pool



Whenever we create a new string object, JVM checks for the presence of the object in the String pool, If String is available in the pool, the same object reference is shared with the variable, else a new object is created.

Packages avoid name clashes.

The Package provides easier access control.

We can also have the hidden classes that are not visible outside and are used by the package.

Primitive Data Type

Non-Primitive Data Type or Object Data type

* **boolean**: stores value true or false
* **byte**: stores an 8-bit signed two’s complement integer
* **char**: stores a single 16-bit Unicode character
* **short**: stores a 16-bit signed two’s complement integer
* **int**: stores a 32-bit signed two’s complement integer
* **long**: stores a 64-bit two’s complement integer
* **float**: stores a single-precision 32-bit IEEE 754 floating-point

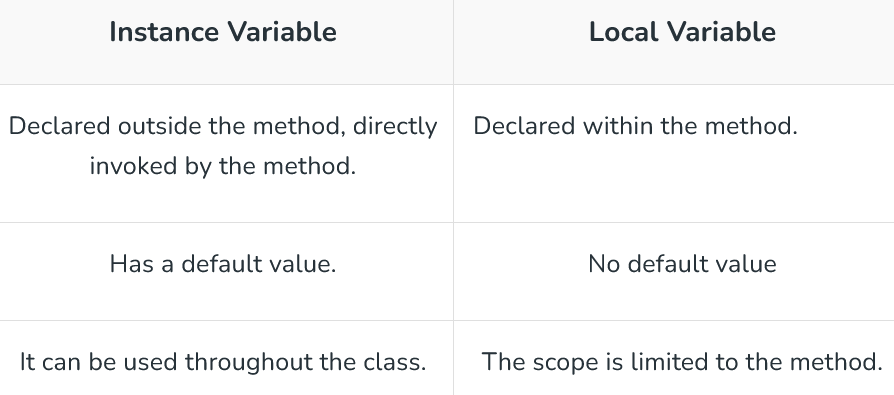
1. **double**: stores a double-precision 64-bit IEEE 754 floating-point

Non-Primitive are mentioned below:

* Strings
* Array
* Class
* Object
* Interface

the wrapper class is an object class that encapsulates the primitive data types.

1. Wrapper classes are final and immutable
2. Provides methods like valueOf(), parseInt(), etc.
3. It provides the feature of autoboxing and unboxing.



a class variable (also known as a static variable) is a variable that is declared within a class but outside of any method, constructor, or block.

**System.out –** It is a PrintStream that is used for writing characters or can be said it can output the data

IO Stream



All the stream classes can be divided into two types of classes that are ByteStream classes and CharacterStream Classes. The ByteStream classes are further divided into InputStream classes and OutputStream classes. CharacterStream classes are also divided into Reader classes and Writer classes. The SuperMost classes for all the InputStream classes is java.io.InputStream and for all the output stream classes is java.io.OutPutStream. Similarly, for all the reader classes, the super-most class is java.io.Reader, and for all the writer classes, it is java.io.Writer.

// Java Program to demonstrate Reading Writing Binary Data

// with InputStream/OutputStream

import java.io.\*;

class GFG {

public static void main(String[] args) {

try {

// Writing binary data to a file using OutputStream

byte[] data = {(byte) 0xe0, 0x4f, (byte) 0xd0, 0x20, (byte) 0xea};

OutputStream os = new FileOutputStream("data.bin");

os.write(data);

os.close();

// Reading binary data from a file using InputStream

InputStream is = new FileInputStream("data.bin");

byte[] newData = new byte[5];

is.read(newData);

is.close();

// Printing the read data

for (byte b : newData) {

System.out.println(b);

}

} catch (IOException e) {

e.printStackTrace();

}

}

}

**FileInputStream** in Java is used to read data from a file as a stream of bytes. It is mostly used for reading binary data such as images, audio files, or serialized objects.

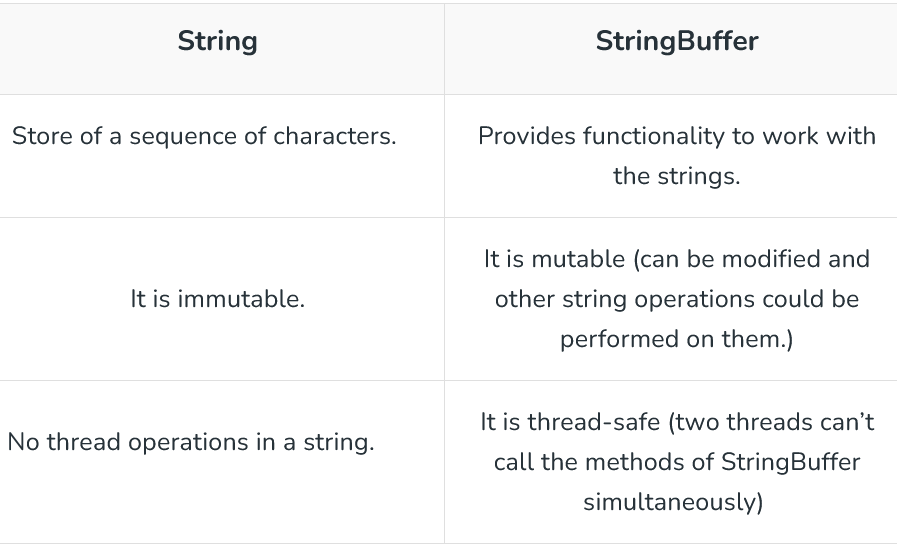
Buffering allows programs to write a big amount of data instead of writing it in small chunks.

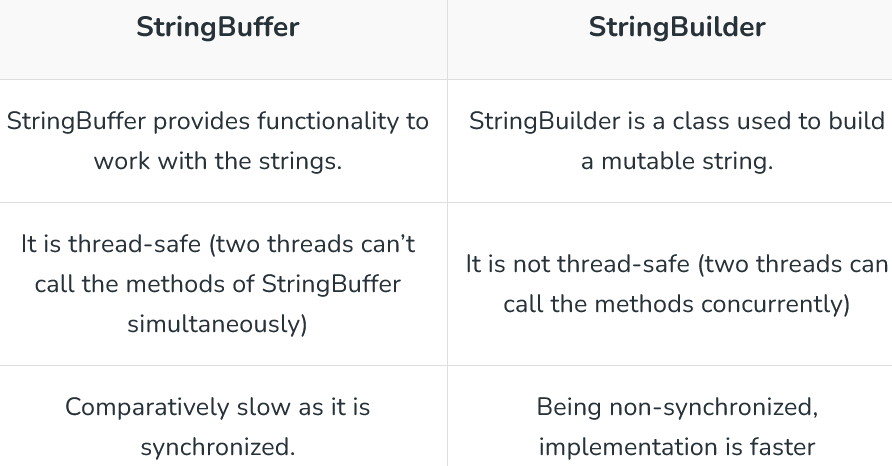
**Filter Streams** returns a stream consisting of the elements of this stream that match the given predicate.

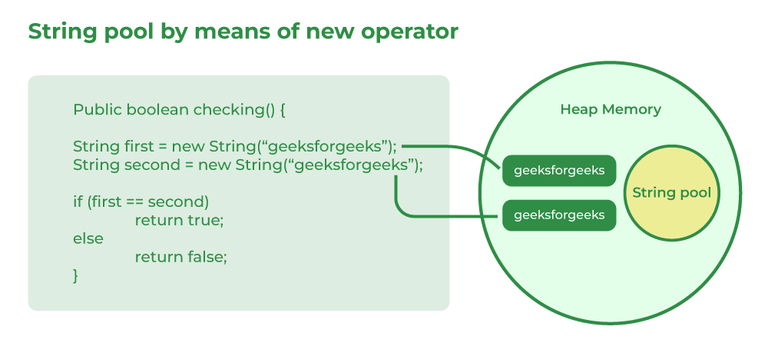
All types of operators in Java are mentioned below:

1. Arithmetic Operators
2. Unary Operators
3. Assignment Operator
4. Relational Operators
5. Logical Operators
6. Ternary Operator
7. Bitwise Operators
8. Shift Operators
9. instance of operator

transient keyword is used at the time of serialization if we don’t want to save the value of a particular variable in a file.





A

using new() it allocates a dynamic memory in the heap memory.

Аrray in Java is a data structure that is used to store a fixed-size sequence of elements of the same type.

Arrays in Java are created in heap memory.

to copy Array:

tempArr = Arr.clone();

System.arraycopy(Arr, 0, tempArr, 0, Arr.length);

tempArr = Arrays.copyOf(Arr, Arr.length);