1. abcd abc false
   abcd abcd true

   Strings are immutable therefore s1 += "d"; will produce a new s1 with a value of
   abcd and s2 is abc. Therefore s1==s2 return false since they are different objects.
   String builders are mutable and sb1, sb2 point to the same object. Modifying sb1 will
   also modify sb2. sb1==sb2 will return true since the reference variables point to the same object.

2. String

   This is an example of overloading where the best matching method is called. If there is no obvious
   best matching method found then the most specific method will be called in this case the FlipRobo
   method with the string argument since it is more Specific than the FlipRobo method with the object
   argument.

3. a
   b
   c

   Here constructor chaining will take place the call to new Third() will call Third's constructor
   whose first statement will be a call to the second's constructor whose first statement will be a
   call to the first's constructor whose first statement
   will be a call to the object class constructor.

4. 20

   num in calc function is a local variable which gets assigned a value of 2 and the field num
   referred to as this.num is assigned a value of 20 inside the calc function which gets printed in
   the printNum function.

5. 4

   s2 is appended to s1 and then the index of the first character of s2 is returned.

6. Writing book

   This is an example of method hiding where the static method that will be called will depend on the
   type of the reference variable and not on the type of object. This will be decided at compile
   time.

7. Not equal

   The new keyword will create 2 new instances. == simply compares whether the references point to
   the same object or not. In this case s1 and s2 point to different String objects.

8. First statement of try block
   15
   finally block
   Main method

   Since there is no exception the entire try block will be executed followed by finally block and
   then the last println method.

9. constructor called
   constructor called

The static member a will be created as soon as the byte code of the class is loaded. This will result in a call to a constructor.The constructor will be called again once JVM starts executing the main method.

10. Static Block 1
Static Block 2
Value of num = 100
Value of mystr = Constructor

The first static block will be called as soon as the byte code is loaded followed by the second static block. We can access the static members using an object. The constructor simply changes the values of both the static variables.