1. Object (Super most class in Java)
2. Class
3. Variables (Global, local, static and instance variables)
4. Access Modifiers (Default , public, private and protected)
5. Constructor
6. Arrays
7. OOPS
   1. Inheritance – Different type of inheritance
   2. Abstraction
   3. Encapsulation
   4. Polymorphism

[Types of Polymorphism](https://beginnersbook.com/2013/04/runtime-compile-time-polymorphism/)  
1) Static Polymorphism/compileTimePolymorphism/EarlyBinding (MethodOverloading)  
2) Dynamic Polymorphism/RuntimePolymorphism/LateBinding(MethodOverriding)

1. Method overloading & overriding
2. Interface
3. Abstract Class
4. Collections
5. Enum
6. String & String Buffer & String Builder
7. Different ways of creating Object
8. Exceptions

Interview:

1. Reverse a String? (using Recursion)
2. Reverse a Number?
3. Palindrome
4. Fibonacci series
5. Pyramid logics
6. Number of occurrence of character or a String?
7. Elimination of duplicate characters
8. Prime Number
9. Factorial
10. Difference between String & String Builder & String Buffer
11. Difference between Interface and abstraction class?
12. Can we create object for Interface and Abstraction Class? If No? Why?
13. Difference between method overloading & method overriding
14. Swapping of two numbers without using third variable
15. Collections
    1. List
    2. Set
    3. Map

Sort MAP by value?

1. Find the largest number in array?
2. Duplicate number in Array?
3. LCF and HCF?
4. Armstrong Number?