

Java-Basic

1. Types of polymorphism
2. Difference between override and overload
3. Methods that cannot be overloaded
4. Static block and instance block
5. Difference in Static and non static
6. Encapsulation and common use cases
7. Abstract vs interfaces
8. Inheritance in java
9. Methods that cannot be overloaded
10. Type casting in java
11. String buffer and string builder
12. Why string is immutable in java
13. How to handle exceptions
14. Can I write try catch without the catch block
15. Difference between throws and throw
16. Use of iterator in java
17. Difference in Final, finally and finalize
18. Boxing and unboxing in java
19. Increment and decrement operation
20. Variable Args
21. This and super keyword in java
22. Issues during Switch case without break
23. Upcasting and downcasting
24. Baseclass of all class in java
25. Baseclass of error and exceptions
26. Access specifiers
27. Continue and break statement
28. Can main method return any value
29. Can we overload main method. What happens when overloaded
30. how to execute and statement before main method

31. Difference between == and equals()
32. Can user declare constructor as final
33. Can we cast any other type to Boolean data with type casting.
34. does java compile if user use 'static public void' instead of 'public static void'
35. can we use this() and super() in a constructor
36. Can we create object of abstract class
37. Can we create reference for an abstract class
38. Can we declare a class as static
39. What is instanceof keyword
40. What's the load factor of HashMap
41. How to prevent a class from being sub classes
42. Final variable, final method and final class
43. Ways to create a string variable.
44. What is gc() - garbage collector
45. Subclass and innerclass
46. Infinite loop in java
47. How to make copy of an element
48. Checked and unchecked exceptions

Java Collection

1. Classes inside List interface, Set interface, Map Interface
2. ArrayList vs LinkedList
3. ArrayList vs array
4. ArrayList vs vector or stack
5. Which class of List Interface to be used if user have more insertions and deletions
6. Which class of List Interface to be used if user have more retrieval
7. Set Interface: HashSet, TreeSet, SortedSet
8. Map - HashMap, Hashtable, TreeMap, LinkedHashMap.
9. Stack and Queue
10. How to maintain insertion order in Set, List and Map
11. How to sort elements in ascending order in Set and Map

Java Programs

1. String reverse
2. String Palindrome
3. String Anagram
4. Find occurrences of characters in a string
5. Find the count of Capital and Small letters in a string
6. Remove duplicate characters from string
7. Swap two numbers without temporary variable
8. Reverse number
9. factorial
10. Fibonacci
11. Count number, alphabet and special characters