1. **What is Metaspace and heap memory?**

Metaspace is introduced in Java 8. It by default auto increases its size depending on the underlying OS. It has Native Memory(provided by underlying OS) and has efficient garbage collection.

Heap memory is a part of memory allocated to JVM, which is shared by all executing threads in the application. It is the part of JVM in which all class instances and are allocated. It is created on the Start-up process of JVM. It does not need to be contiguous, and its size can be static or dynamic.

**2.Generate multiples of 2 until 20 using recursive function.**

**package** com.assignment;

**class** GFG {

**static** **void** mul\_table(**int** N, **int** i)

{

**if** (i > 10)

**return** ;

System.***out***.println(N + " \* " + i + " = " + N \* i);

*mul\_table*(N, i + 1);

}

**public** **static** **void** main (String[] args)

{

**int** N = 2;

*mul\_table*(N, 1);

}

}

**3.Check if two strings are equal or not.**

package com.assignment;

**import** java.util.Scanner;

**public** **class** GFG {

**public** **static** **void** main(String args[]) {

String str1, str2;

Scanner scanner = **new** Scanner(System.***in***);

System.***out***.println("Enter first String");

str1 = scanner.nextLine();

System.***out***.println("Enter second String");

str2 = scanner.nextLine();

// Comparing two input string

**if** (str1.equals(str2))

System.***out***.print("Equal Strings");

**else**

System.***out***.print("UnEqual Strings");

}

}

**4.Print the character count in a string say**

**string s ="helloworld" print h-1, e-1, l-3,o-2…**

**public** **class** GFG {

**static** **final** **int** ***MAX\_CHAR*** = 256;

**static** **void** getOccuringChar(String str)

{

**int** count[] = **new** **int**[***MAX\_CHAR***];

**int** len = str.length();

**for** (**int** i = 0; i < len; i++)

count[str.charAt(i)]++;

**char** ch[] = **new** **char**[str.length()];

**for** (**int** i = 0; i < len; i++) {

ch[i] = str.charAt(i);

**int** find = 0;

**for** (**int** j = 0; j <= i; j++) {

**if** (str.charAt(i) == ch[j])

find++;

}

**if** (find == 1)

System.***out***.println(

"Number of Occurrence of "

+ str.charAt(i)

+ " is:" + count[str.charAt(i)]);

}

}

**public** **static** **void** main(String[] args)

{

String str = "helloworld";

*getOccuringChar*(str);

}

}

**5. Why is java platform independent?**

Java compiler produces a unique type of code called bytecode unlike c compiler where compiler produces only natively executable code for a particular machine.

When the Java program runs in a particular machine it is sent to java compiler, which converts this code into intermediate code called bytecode. This bytecode is sent to Java virtual machine (JVM) which resides in the RAM of any operating system. JVM recognizes the platform it is on and converts the bytecodes into native machine code. Hence java is called platform independent language.

**6.Can we create class as final?**

A class can be made final by using the final keyword. The final class cannot be inherited and so the final keyword is commonly used with a class to prevent inheritance.

**7.** **considder we have employee class with empid, empname and salary and list of employees get the the highest salary paid employee data.**

**8.** **consider a list of duplicate values remove duplicate value and get unique values from the list.**

import java.util.ArrayList;

import java.util.LinkedHashSet;

import java.util.Set;

public class GFG {

public static void main(String[] args) {

ArrayList<String> pets = new ArrayList<>();

pets.add("cat");

pets.add("dog");

pets.add("cat");

pets.add("hamster");

System.out.println(pets);

Set<String> hashSet = new LinkedHashSet(pets);

ArrayList<String> removedDuplicates = new ArrayList(hashSet);

System.out.println(removedDuplicates);

}

}

**9. can we write try and finally without catch block what is the use.**

Yes, we can have try without catch block by using finally block. We can use try with finally. As we know finally block always executes even if you have exception or return statement in try block except in case of System.

The finally block always executes when the try block exits. So we can use finally without catch but we must use **try**. The finally block always executes when the try block exits. So you can use finally without catch but you must use try.