1. What are classloaders and different types of class loaders in java?
2. You are using a third party library in your project which you think may be replaced in future with a new library, how will you code so that its easier to change the library in future?
3. You have two similar looking methods in your code where most of the logic is same except data set which is difference and there is a custom logic to convert that data into an object? How will refactor this code?
4. When does using Microservice architecture make sense and what are scenarios where a Monolith would be more appropriate than Microservices? (hint — latency)
5. What problem is solved by SAGA design Pattern in Microservices? What are alternatives?
6. What is Bootstrap class loader and how does it works?
7. What is Extensions class loader and how does it works?
8. What is application class loader and how does it works?
9. When an object becomes eligible for garbage collection?
10. Who performs garbage collection?
11. When does garbage collector run?
12. Which algorithm garbage collector uses to perform garbage collection?
13. List out different garbage collection algorithms?
14. Can we force JVM for garbage collection?
15. How to request jvm to perform garbage collection operation?
16. Explain the purpose of finalize method in relation to Garbage collection?
17. How many times finalize method is called on an Object?
18. Once an object is garbage collected can it become reachable again?
19. How to write a code that makes an object eligible for garbage collection?
20. What is difference between State and Strategy Design Pattern?