1. Concurrent and parallel programming difference
2. Deadlock, live lock, race condition

* When 2 or more threads are waiting for each other to release the resource they need (lock) and get stuck for infinite time, the situation is called deadlock.
* Can be avaoided Avoid nested locks, Avoid Unnecessary Locks , use Joins

1. Atomic variables
2. Docker / Kubernetes
3. NodeJS
4. When to use Java and JavaScript
5. Constructor overloading
6. Copy constructor
7. Checked and unchecked exception
8. Finally, finalize. What happens if we override finalize method?
9. Perm Gen Space
10. Life cycle of an applet?
11. What happens applet loaded locally and the applet loaded through the internet
12. Distributed Garbage collection?
13. Concurrency / data structure and algorithms
14. Design patterns
15. Cloud DB / No-SQL / SQL
16. Thread safe collection
17. https://dzone.com/articles/hide-your-api-keys-with-an-api-proxy-server?fromrel=true