1. Concurrent and parallel programming difference
2. Deadlock, live lock, race condition
3. Atomic variables
4. Docker / Kubernetes
5. NodeJS
6. When to use Java and JavaScript
7. Constructor overloading
8. Copy constructor
9. Checked and unchecked exception
10. Finally, finalize. What happens if we override finalize method?
11. Perm Gen Space
12. Life cycle of an applet?
13. What happens applet loaded locally and the applet loaded through the internet
14. Distributed Garbage collection?
15. Concurrency / data structure and algorithms
16. Design patterns
17. Cloud DB / No-SQL / SQL