Quiz-04

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Ans to the QNO-4

Abstract Class	Interface.
(1) Abstract class can have both an abstract as well as concrete methods.	(1). Interface can have only abstract methods.
(2) Multiple Inheritance is not supported.	(2). Interface supports. Multiple Inheritance.
(3) Abstract class can implement an interface.	(3) Interface can not implement an interface, it can extend an interface.
(4) Abstract class declared using abstract class.	(4). Interface is declared using interface keyword

(5) Abstract class can be inherited using extends keywords.	(5) Interface can only be implemented using implements keyword.

Ans to the QNO : 02

Shallow Copy	Deep Copy.
(1) Cloned object and original object are not 100% disjoint.	(1) Cloned Object and original object are 100% disjoint.
(2) Any changes made to cloned object will be reflected in original object or vice-versa.	(2). Any changes made to cloned object will not be reflected in original object or vice-versa.

(3) Default version of clone method creates the shallow copy of an object.	(3) To create the deep copy of an object, you have to override clone method.
(4) Shallow copy is preferred if an object has only primitive fields.	(4) Deep copy is preferred if an object has references to other objects as fields.
(5) Shallow copy is fast and also less expensive.	(5) Deep copy is slow and very expensive.

Ans to the QNO: 03

Autoboxing: Converting a primitive value into an object of the corresponding wrapper class is called autoboxing. Example: Converting int to Integer class.

+ Passed as parameter to a method that expects an object of the corresponding wrapper class.
+ Assigned to a variable of the corresponding wrapper class.

Boxing: Converting an object of a wrapper type to its corresponding primitive value is called boxing. Example: Conversion of.

Integer to int.

* Passed as a parameter to a method that expects a value of the corresponding primitive type.
* Assigned to a variable of the corresponding primitive type.

Ans to the QNO : 01

GeometricObject obj = new Circle(10);

GeometricObject [] geo = new GeometricObject [10];