**1.What do you mean by Generic?**

**Answer:** Generic provides information for the compiler about the type of collection used. Hence, type checking is resolved automatically at run time. With the addition of autoboxing of primitive types, you can use generics to write simpler and more understandable code.

**2.What is Threads?**

Ans: A thread is java technology considered to be the encapsulation of a virtual CPU with its own program code and data. The class java.lang. Thread enables we to create and control threads. Example:

Public class ThreadTest {

Public static void main(String [] args) { Counter ct= new Counter(); ct.start(); s.o.p (“The thread is started”);

}}

**3.What are the two ways of creating thread?**

Ans: There are two way to create a thread:

1. using the thread class: Define the thread by writing your class that extends the Thread class and by overriding its run() method and instantiate the thread by instantiating your class. Then start the thread by executing the start() method.
2. Using the runable interface: Write the class that implements the Runnable interface, and implements the run() method of the Runnable interface. Then make an object of the thread class by passing instance in the argument of thread constructor of your runable class. And start the thread by invoking the start() method.

4.what is the different between wait() and sleep()?

Ans: wait(): the java.lang.Object class provides wait for thread. A thread executes synchronized code that contains a wait call on a particular object. Thread is placed int the wait pool for that object and wait releases that object’s lock flag automatically.

Sleep(): The sleep is a static method in the Thread class. Thread.sleep() call, asking the thread to pause deliberately for a fixed period of time. The sleep method’s argument specifies the minimum number of milliseconds for which the thread must be made inactive.

**5.What is use of synchronized keyword?**

Ans: The use of the synchronized keyword for provides the Java programming language with a mechanism that enables a programmer to control threads that are sharing data. Example:

Public class MyStack { int idx=0; char[] data=new char[6];

Public void push(char c) { data[idx] = c; idx++; }

Public char pop() { idx--; return data[idx]; }}

**6.What is deadlock?**

Ans: A deadlock is a situation in which two or more processes are waiting indefinitely for an event to happen and that event can only be caused by one of these waiting processes, but none of these processes can cause that event because they are in a wait state.

**8.What is defferent between comparable & comparator interface?**

Ans: Comparable Interface: The comparable interface are useful for ordering collection . The comparable interface imparts natural ordering to classes that implements it. The comparable interface is a member of the Java.lang package. That is used compareTo method.

Comparator Interface: The comparable interface are useful for ordering collection . The comparator interface is used to spacify order relation. comparator interface is a member of the Java.util package. That is used compare method.

**9.What is Stream?**

Ans: A stream is a flow of data from a source to a sink. Sources called input stream & we can only read from it. Sinks called output stream & we can only write to a stream.

**10.What is an event handler?**

**Answer:**  A function or method containing program statements that are executed in response to an event. An event handler typically is a software routine that processes actions such as keystrokes and mouse movements. With Web sites, event handlers make Web content dynamic. JavaScript is a common method of scripting event handlers for Web content.

**11.What is Adapter class?**

Answer: An adapter class is a term for a class that implements a listener interface with methods that have no content, so they do nothing. The idea of this is to enable you to derive your own listener class from any of the adapter classes that are provided, and then implements just the methods that you are interested in.

**12.What is Stream? How you classify them?**

Answer: A stream is a flow of data from a source to a sink. Sources called input stream & we can only read from it. Sinks called output stream & we can only write to a stream.

There are two classify of stream:

* Byte Stream
* InputStream
* OutputStream
* Character Stream
* Reader
* Writer

**13. What is Serialization & Deserialization?**

Answer: Serialization: The process of writing an object to somewhere is called object serialization. The basic concept of object serialization is the ability to read & write objects to the byte streams. To make the objects of a class serializable , the class must implements the **Serializable** interface.

Deserialization: The process of reading a serialized object back into the program is called deserialization.

**14. Write the Lifecycle method of a thread?**

Answer: The lifecycle method of a thread is given below:

* New
* Runnable
* Running
* Nonrunnable states
* Blocked
* Sleeping
* Waiting
* Dead

**15. What do you mean by MVC?**

Answer: **MVC** is a design pattern used in most of the enterprise applications. The MVC (Model-View-Controller) architecture divides the web-based application into three parts: the model, the view and the controller. There are two types architecture used by web-based applications.

**17. What are the type of events?**

Answer: There are two type of Event:

* Low-Level Event (Source: Window, keyboard, mouse):
* FocusEvent
* MouseEvent
* KeyEvent
* WindowEvent
* Semantic Event (Source: button, menu, checkbox etc.):
* ActionEvent
* ItemEvent
* AdjustmentEvent

**22. What is collection? Write the type of collection.**

Answer: A collection is a single object managing a group of object. A group of objects known as elements. Collection allows us to a specific ordering and duplicate are permitted.

There are two type of collection:

Set-An unordered collection & no duplicate are permitted.

List-An ordered collection & duplicates are permitted.

Another type of collection :

Map-Another collection of map which store pair keys against values.