# General

1. Java Integer Cache and why we should use **equals** instead of **==**

Integer objects are cached internally and reused via the same referenced objects.

This is applicable for Integer values in the range between –128 to +127.

This Integer caching works only on auto-boxing. Integer objects will not be cached when they are built using the constructor.

<https://javaconceptoftheday.com/why-128-128-returns-false-in-java/>

<https://www.geeksforgeeks.org/java-integer-cache/>

1. Integer.MIN\_VALUE vs Double.MIN\_VALUE

Integer.MIN\_VALUE gives the smallest Integer including negatif number, while Double.MIN\_VALUE store the smallest positive nonzero value of type double ‘2^(-1074)’.

1. Private and static method overriding

We cannot override a static method because static method are binded at compile time while overriding is done dynamically at runtime.

The same goes to private method, only this time, the overriding is impossible since the private method is only visible fromwithin the class.   
  
We still can create a method with the same signature in the child class, this is called method hiding.