1. What is the Throwable class? Differentiate between Exception and Error class.
2. What is the default behaviour if a RuntimeException occurs without using try and catch? Give an example.
3. Can two or more exceptions be caught?
4. What do you understand by nested try statements?
5. Differentiate between **throw** and **throws** keywords.
6. What is the significance of the finally block?
7. With proper examples illustrate *unchecked* and *checked* exceptions.
8. Create user defined exceptions **StackFullException** and **StackEmptyException** that must be thrown when a stack object is full or empty respectively.