1)What is abstraction?

Ans) Abstraction is the concept of object-oriented programming that shows only essential attributes and hides unnecessary information. The main purpose of abstraction is hiding the unnecessary details from the users. Abstraction is selecting data from a larger pool to show only relevant details of the object to the user. It helps in reducing programming complexity and efforts.

2)What is encapsulation?

Ans) Encapsulation is a process of binding data members (variables, properties) and member functions(methods) into a single unit. Example for encapsulation is “class”.

3)What is JDK?

Ans) It is a software development kit required to develop applications and applets in java. JDK contains development tools and JRE.

4)What is JVM?

Ans) It is an abstract machine that enables your computer to run java program. When you run java code, java compiler first compiles your code into byte code then, JVM translates byte code into native machine code.

5)Define inheritance.

Ans) Inheritance is a mechanism in which one class acquires the property of another class. so, inheritance facilitates reusability.

6)How java achieved platform independence?

Ans) Since every java program runs on JVM, same byte code can be run on any platform. Byte code is not machine instruction they are platform independent instruction to JVM.

7)Write the syntax of main function.

Ans) syntax is-public static void main(String[] args)

8)What is conditional operator?

Ans) The conditional operator is also known as ternary operator. This consists of three operands and is used to evaluate Boolean expressions. The goal of the operator is to decide which value should be assigned to the variable.

Variable x= (expression)? Value if true: value if false

9)How many data types in java?

Ans) Two types of data types. They are:1. Primitive – Boolean, char, byte, short, int, long, float, double.

2. Non-primitive – String, array etc.

10) What is constant? How it is declared?

Ans) A constant is a variable whose value cannot be changed once it has been assigned.

To turn an ordinary variable into a constant, you have to use “final” keyword.