1) What is JAVA?

Answer: Java is a high-level programming language and is platform-independent.

Java is a collection of objects. It was developed by Sun Microsystems. There are a lot of applications, websites, and games that are developed using Java.

2) What are the features of JAVA?

Answer: Features of Java are as follows:

OOP concepts

Object-oriented

Inheritance

Encapsulation

Polymorphism

Abstraction

Platform independent: A single program works on different platforms without any modification.

High Performance: JIT (Just In Time compiler) enables high performance in Java. JIT converts the bytecode into machine language and then JVM starts the execution.

Multi-threaded: A flow of execution is known as a Thread. JVM creates a thread which is called the main thread. The user can create multiple threads by extending the thread class or by implementing the Runnable interface.

3) How does Java enable high performance?

Answer: Java uses Just In Time compiler to enable high performance. It is used to convert the instructions into bytecodes.

4) What do you mean by Constructor?

Answer: Constructor can be explained in detail with enlisted points:

When a new object is created in a program a constructor gets invoked corresponding to the class.

The constructor is a method which has the same name as the class name.

If a user doesn’t create a constructor implicitly a default constructor will be created.

The constructor can be overloaded.

If the user created a constructor with a parameter then he should create another constructor explicitly without a parameter.

5) What is meant by the Local variable and the Instance variable?

Answer:

Local variables are defined in the method and scope of the variables that exist inside the method itself.

Instance variable is defined inside the class and outside the method and the scope of the variables exists throughout the class.

6) What is a Class?

Answer: All Java codes are defined in a Class. It has variables and methods.

Variables are attributes which define the state of a class.

Methods are the place where the exact business logic has to be done. It contains a set of statements (or) instructions to satisfy the particular requirement.

7) What is an Object?

Answer: An instance of a class is called an object. The object has state and behavior.

Whenever the JVM reads the “new()” keyword then it will create an instance of that class.

8)What are the OOPs concepts?

Answer: OOPs concepts include:

Inheritance

Encapsulation

Polymorphism

Abstraction

Interface

9) What is Inheritance?

Answer: Inheritance means one class can extend to another class. So that the codes can be reused from one class to another class. The existing class is known as the Super class whereas the derived class is known as a sub class.

Inheritance is only applicable to the public and protected members only. Private members can’t be inherited.

10) What is Encapsulation?

Answer: Purpose of Encapsulation:

For encapsulation, we need to make all the instance variables private and create setter and getter for those variables. Which in turn will force others to call the setters rather than access the data directly.

11) What is Polymorphism?

Answer: Polymorphism means many forms.

A single object can refer to the super-class or sub-class depending on the reference type which is called polymorphism.

12) What is meant by Method Overriding?

Answer: Method overriding happens if the sub-class method satisfies the below conditions with the Super-class method:

Method name should be the same

The argument should be the same

Return type should also be the same

The key benefit of overriding is that the Sub-class can provide some specific information about that sub-class type than the super-class.

13) What is meant by Overloading?

Answer: Method overloading happens for different classes or within the same class.

For method overloading, sub-class method should satisfy the below conditions with the Super-class method (or) methods in the same class itself:

Same method name

Different argument types

There may be different return types

14) What is meant by Interface?

Answer: Multiple inheritances cannot be achieved in java. To overcome this problem the Interface concept is introduced.

An interface is a template which has only method declarations and not the method implementation.

All the methods in the interface are internally public abstract void.

All the variables in the interface are internally public static final that is constants.

Classes can implement the interface and not extends.

The class which implements the interface should provide an implementation for all the methods declared in the interface.

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15) What is meant by Abstract class?

Answer: We can create the Abstract class by using the “Abstract” keyword before the class name. An abstract class can have both “Abstract” methods and “Non-abstract” methods that are a concrete class.

Abstract method:

The method which has only the declaration and not the implementation is called the abstract method and it has the keyword called “abstract”. Declarations ends with a semicolon.

An abstract class may have a non- abstract method also.

The concrete Subclass which extends the Abstract class should provide the implementation for abstract methods.

16) Difference between String, String Builder, and String Buffer.

Answer:

String: String variables are stored in a “constant string pool”. Once the string reference changes the old value that exists in the “constant string pool”, it cannot be erased.

Constant string pool

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If the name-value has changed from “book” to “pen”.

Constant string pool

Then the older value remains in the constant string pool.

String Buffer:

Here string values are stored in a stack. If the values are changed then the new value replaces the older value.

The string buffer is synchronized which is thread-safe.

Performance is slower than the String Builder.

String Builder:

This is the same as String Buffer except for the String Builder which is not threaded safely that is not synchronized. So obviously the performance is fast.

17) Explain about Public and Private access specifiers.

Answer: Methods and instance variables are known as members.

Public:

Public members are visible in the same package as well as the outside package that is for other packages.

Public members of Class A are visible to Class B (same package) as well as Class C (different packages).

Private:

Private members are visible in the same class only and not for the other classes in the same package as well as classes in the outside packages.

Private members in class A are visible only in that class. It is invisible for class  B as well as class C.

18) Difference between Default and Protected access specifiers.

Answer:

Default: Methods and variables declared in a class without any access specifiers are called default.

Default members in Class A are visible to the other classes which are inside the package and invisible to the classes which are outside the package.

So Class A members are visible to Class B and invisible to Class C.

Protected:

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Protected is the same as Default but if a class extends then it is visible even if it is outside the package.

Class A members are visible to Class B because it is inside the package. For Class C it is invisible but if Class C extends Class A then the members are visible to Class C even if it is outside the package.

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19) Difference between Abstract class and Interface.

Answer: The differences between Abstract Class and Interface are as follows:

Abstract Class:

Abstract classes have a default constructor and it is called whenever the concrete subclass is instantiated.

It contains Abstract methods as well as Non-Abstract methods.

The class which extends the Abstract class shouldn’t require the implementation of all the methods, only Abstract methods need to be implemented in the concrete sub-class.

Abstract class contains instance variables.

Interface:

It doesn’t have any constructor and couldn’t be instantiated.

The abstract method alone should be declared.

Classes that implement the interface should provide the implementation for all the methods.

The interface contains only constants.

20)  What is the meaning of Collections in Java?

Answer: Collection is a framework that is designed to store the objects and manipulate the design to store the objects.

Collections are used to perform the following operations:

Searching

Sorting

Manipulation

Insertion

Deletion

A group of objects is known as collections. All the classes and interfaces for collecting are available in Java util package.

21) What are all the Classes and Interfaces that are available in the collections?

Answer: Given below are the Classes and Interfaces that are available in Collections:

Interfaces:

Collection

List

Set

Map

Sorted Set

Sorted Map

Queue

Classes:

Lists:

Array List

Vector

Linked List

Sets:

Hash set

Linked Hash Set

Tree Set

Maps:

Hash Map

Hash Table

TreeMap

Linked Hashed Map

Queue:

Priority Queue

22) What is meant by Ordered and Sorted in collections?

Answer:

Ordered: It means the values that are stored in a collection is based on the values that are added to the collection. So we can iterate the values from the collection in a specific order.

Sorted: Sorting mechanisms can be applied internally or externally so that the group of objects sorted in a particular collection is based on the properties of the objects.

23) Explain the different lists available in the collection.

Answer: Values added to the list are based on the index position and it is ordered by index position. Duplicates are allowed.

The types of Lists are:

a) Array List:

Fast iteration and fast Random Access.

It is an ordered collection (by index) and not sorted.

It implements the Random Access Interface.

From the output, Array List maintains the insertion order and it accepts the duplicates. But it’s not sorted.

b) Vector:

It is the same as Array List.

Vector methods are synchronized.

Thread safety.

It also implements Random Access.

Thread safety usually causes a performance hit.

c) Linked List:

Elements are doubly linked to one another.

Performance is slower than the Array list.

Good choice for insertion and deletion.

In Java 5.0 it supports common queue methods peek( ), Pool ( ), Offer ( ) etc.

24) Explain about Set and their types in a collection.

Answer: Set cares about uniqueness. It doesn’t allow duplications. Here “equals ( )” method is used to determine whether two objects are identical or not.

a) Hash Set:

Unordered and unsorted.

Uses the hash code of the object to insert the values.

Use this when the requirement is “no duplicates and don’t care about the order”.

b) Linked Hash set:

An ordered version of the hash set is known as Linked Hash Set.

Maintains a doubly-Linked list of all the elements.

Use this when an iteration order is required.

c) Tree Set:

It is one of the two sorted collections.

Uses the “Read-Black” tree structure and guarantees that the elements will be in ascending order.

We can construct a tree set with the constructor by using a comparable (or) comparator.

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25) Explain about Map and its types.

Answer: Map cares about the unique identifier. We can map a unique key to a specific value. It is a key/value pair. We can search a value, based on the key. Like the set, the map also uses the “equals ( )” method to determine whether two keys are the same or different.

Map is of following types:

a) Hash Map:

Unordered and unsorted map.

Hashmap is a good choice when we don’t care about the order.

It allows one null key and multiple null values.

b) Hash Table:

Like the vector key, methods of the class are synchronized.

Thread safety and therefore slows the performance.

It doesn’t allow anything that is null.

c) Linked Hash Map:

Maintains insertion order.

Slower than Hash map.

I can expect a faster iteration.

d) TreeMap:

Sorted Map.

Like Tree set, we can construct a sort order with the constructor.

26) Explain the Priority Queue.

Answer: Queue Interface

Priority Queue: Linked list class has been enhanced to implement the queue interface. Queues can be handled with a linked list. The purpose of a queue is “Priority-in, Priority-out”.

Hence elements are ordered either naturally or according to the comparator. The elements ordering represents their relative priority.

27) What is meant by Exception?

Answer: An Exception is a problem that can occur during the normal flow of execution. A method can throw an exception when something wails at runtime. If that exception couldn’t be handled, then the execution gets terminated before it completes the task.

If we handled the exception, then the normal flow gets continued. Exceptions are a subclass of java.lang.Exception.

28) What are the types of Exceptions?

Answer: There are two types of Exceptions. They are explained below in detail.

a) Checked Exception:

These exceptions are checked by the compiler at the time of compilation. Classes that extend Throwable class except Runtime exception and Error are called checked Exception.

Checked Exceptions must either declare the exception using throws keyword (or) surrounded by appropriate try/catch.

For Example, ClassNotFound Exception

b) Unchecked Exception:

These exceptions are not checked during the compile time by the compiler.  The compiler doesn’t force to handle these exceptions. It includes:

Arithmetic Exception

ArrayIndexOutOfBounds Exception

29) What are the different ways to handle exceptions?

Answer: Two different ways to handle exceptions are explained below:

a) Using try/catch:

The risky code is surrounded by try block. If an exception occurs, then it is caught by the catch block which is followed by the try block.

b) By declaring throws keyword:

At the end of the method, we can declare the exception using throws keyword.

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30) What are the advantages of Exception handling?

Answer: The advantages are as follows:

The normal flow of the execution won’t be terminated if an exception gets handled

We can identify the problem by using catch declaration

 31) What are the Exception handling keywords in Java?

Answer: Enlisted below are the two Exception Handling Keywords:

a) try:

When a risky code is surrounded by a try block. An exception occurring in the try block is caught by a catch block. Try can be followed either by catch (or) finally (or) both. But any one of the blocks is mandatory.

b) catch:

This is followed by a try block. Exceptions are caught here.

c) finally:

This is followed either by try block (or) catch block. This block gets executed regardless of an exception. So generally clean up codes are provided here.

32) What is the final keyword in Java?

Answer:

Final variable: Once a variable is declared as final, then the value of the variable could not be changed. It is like a constant.

Example:

final int = 12;

Final method: A final keyword in a method, couldn’t be overridden. If a method is marked as a final, then it can’t be overridden by the subclass.

Final class: If a class is declared as final, then the class couldn’t be subclassed. No class can extend the final class.

33) What is a Thread?

Answer: In Java, the flow of execution is called Thread. Every java program has at least one thread called the main thread, the main thread is created by JVM. The user can define their own threads by extending the Thread class (or) by implementing the Runnable interface. Threads are executed concurrently.

34) How do you make a thread in Java?

Answer: There are two ways available to make a thread.

a) Extend Thread class: Extending a Thread class and override the run method. The thread is available in java.lang.thread.

The disadvantage of using a thread class is that we cannot extend any other classes because we have already extended the thread class. We can overload the run () method in our class.

b) Implement Runnable interface: Another way is by implementing the runnable interface. For that, we should provide the implementation for the run () method which is defined in the interface.

35) Explain about join () method.

Answer: Join () method is used to join one thread with the end of the currently running thread.

36) What does the yield method of the Thread class do?

Answer: A yield () method moves the currently running thread to a runnable state and allows the other threads for execution. So that equal priority threads have a chance to run. It is a static method. It doesn’t release any lock.

Yield () method moves the thread back to the Runnable state only, and not the thread to sleep (), wait () (or) block.

37) Explain about wait () method.

Answer: wait () method is used to make the thread to wait in the waiting pool. When the wait () method is executed during a thread execution then immediately the thread gives up the lock on the object and goes to the waiting pool. Wait () method tells the thread to wait for a given amount of time.

Then the thread will wake up after notify () (or) notify all () method is called.

Wait() and the other above-mentioned methods do not give the lock on the object immediately until the currently executing thread completes the synchronized code. It is mostly used in synchronization.

38) How to stop a thread in java? Explain about sleep () method in a thread?

Answer: We can stop a thread by using the following thread methods:

Sleeping

Waiting

Blocked

Sleep: Sleep () method is used to sleep the currently executing thread for the given amount of time. Once the thread is wake up it can move to the runnable state. So sleep () method is used to delay the execution for some period.

It is a static method.

39) When to use the Runnable interface Vs Thread class in Java?

Answer: If we need our class to extend some other classes other than the thread then we can go with the runnable interface because in java we can extend only one class.

If we are not going to extend any class then we can extend the thread class.

40) Difference between start() and run() method of thread class.

Answer: Start() method creates a new thread and the code inside the run () method is executed in the new thread. If we directly called the run() method then a new thread is not created and the currently executing thread will continue to execute the run() method.

41) What is Multi-threading?

Answer: Multiple threads are executed simultaneously. Each thread starts its own stack based on the flow (or) priority of the threads.

JVM switches between each thread until both the threads are completed. This is called Multi-threading.

42) Explain the thread life cycle in Java.

Answer: Thread has the following states:

New

Runnable

Running

Non-runnable (Blocked)

Terminated

New: In New state, a Thread instance has been created but start () method is not yet invoked. Now the thread is not considered alive.

Runnable: The Thread is in the runnable state after the invocation of the start () method, but before the run () method is invoked. But a thread can also return to the runnable state from waiting/sleeping. In this state, the thread is considered alive.

Running: The thread is in a running state after it calls the run () method. Now the thread begins the execution.

Non-Runnable(Blocked): The thread is alive but it is not eligible to run. It is not in the runnable state but also, it will return to the runnable state after some time. Example: wait, sleep, block.

Terminated: Once the run method is completed then it is terminated. Now the thread is not alive.

43) What is Synchronization?

Answer: Synchronization makes only one thread to access a block of code at a time. If multiple threads accesses the block of code, then there is a chance for inaccurate results at the end. To avoid this issue, we can provide synchronization for the sensitive block of codes.

The synchronized keyword means that a thread needs a key in order to access the synchronized code.

Locks are per objects. Every Java object has a lock. A lock has only one key. A thread can access a synchronized method only if the thread can get the key to the objects to lock.

For this, we use the “Synchronized” keyword.

44) What is the disadvantage of Synchronization?

Ans: Synchronization is not recommended to implement all the methods. Because if one thread accesses the synchronized code then the next thread should have to wait. So it makes a slow performance on the other end.

45) What is meant by Serialization?

Answer: Converting a file into a byte stream is known as Serialization. The objects in the file are converted to bytes for security purposes. For this, we need to implement a java.io.Serializable interface. It has no method to define.

Variables that are marked as transient will not be a part of the serialization. So we can skip the serialization for the variables in the file by using a transient keyword.

46) What is the purpose of a transient variable?

Answer: Transient variables are not part of the serialization process. During deserialization, the values of the transient variables are set to the default value. It is not used with static variables.

47) Which methods are used during the Serialization and Deserialization process?

Answer: ObjectOutputStream and ObjectInputStream classes are higher level java.io. package. We will use them with lower level classes FileOutputStream and FileInputStream.

ObjectOutputStream.writeObject —->Serialize the object and write the serialized object to a file.

ObjectInputStream.readObject —> Reads the file and deserializes the object.

To be serialized, an object must implement the serializable interface. If superclass implements Serializable, then the subclass will automatically be serializable.

48) What is the purpose of a Volatile Variable?

Answer: Volatile variable values are always read from the main memory and not from thread’s cache memory. This is used mainly during synchronization. It is applicable only for variables.

49) What is SerialVersionUID?

Answer: Whenever an object is Serialized, the object is stamped with a version ID number for the object class. This ID is called the  SerialVersionUID. This is used during deserialization to verify that the sender and receiver that are compatible with the Serialization.

50) What is generics in java?

It is parameterized type.

By using generic, we can provide the type safety. I.e. it avoid type casting.

If I want to add string type of elements only then I select string type of generic so that anyone can add only string data elements.

51) What is Contract between equals () & hashcode ()?

If equals ( ) returns true, then objects must have same hashcode.

If equals ( ) returns false, then objects may or may not have same hashcode.

If hashcode of objects are same, then we can’t conclude output of equals ( ), it may be true or may be false.

If hashcode of objects are different, then output of equals ( ) must be false.

52) Why method wait is in object class and not in thread class?

If wait() and notify() were on the Thread instead then each thread would have to know the status of every other thread and there is no way to know thread1 that thread2 was waiting for any resource to access

53) What is thread scheduler n job of thread scheduler?

Thread scheduler is the concept of multithreading in thread life cycle.

It is used for to select the thread for its execution based on their priority and time of arrival.

The priority of any thread lies between 1 to 10. Where 10 has highest priority.

It is select the thread which is in runnable or active or ready state.

54) What is collections?

It is a utility class which is present in java.util package.

It has only static utility methods like sorting, searching, etc.

We can’t create the object of collections utility class because it has private constructor.

We can call the method in collections class directly by its class name like collections. Sort().