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Today's topic for Java Full Stack(7.30PM IST batch)

- a. Wrapper classes continuation
- b. var-args
- c. Different ways of creating an Object
- d. Difference b/w ClassNotFoundException vs NoClassDefFoundError
- e. instanceof vs isInstance()
- f. packages and import statements usage

Q>

```
public static <T> void sort(java.util.List<T>, java.util.Comparator<? super T>);
```

```
ArrayList<Integer> al = new ArrayList<Integer>();  
al.add(10);  
al.add(20);  
al.add(5);  
al.add(0);  
Collections.sort(al) ==sort====> <Integer>
```

Q> sir if we create interface serializable and interface of cloneable you gave example i didn't understand i also rewatched the video
class Sample implements Serializable, Cloneable{

}

new SampleImpl(); =>Object can be cloned using clone() becoz of Cloneable interface.

Object can be sent over the network store the state of the Object in a file becoz class implements Serializable.

Q>

```
Byte b1 = new Byte((byte) 22);  
Byte b2 = new Byte((byte) -128);  
Byte b3 = new Byte((byte) +127);  
Byte b4 = new Byte((byte) 'a');//97  
Byte b5 = new Byte("20");  
Byte b6 = new Byte((byte) '7');
```

```
System.out.println(b1);//22  
System.out.println(b2);//-128  
System.out.println(b3);//127  
System.out.println(b4);//97  
System.out.println(b5);//20  
System.out.println(b6);//55  
System.out.println();
```

sir proper definition of class , object and interface ??

class : It is template or blue print for which an Instance should be created.

Object : It is an instance of a class

Interface : It refers to SRS or contract b/w client and service provider or 100%abstract class.

