**INTERVIEW QUESTION BANK**

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**1. What do you understand by Java?**

* Java is an object-oriented computer language.
* Java is a fast, secure and reliable language used for many games, devices and applications.

**2. Why did you prefer Java over C++?**

* **Portable –** Java program gets converted into Java Byte Codes that can be executed on any platform without any dependency.
* **Platform independent –** java works on “write once and run anywhere” as it supports multiple platforms like Windows, Linux, Mac, Sun Solaris, etc.
* **Robust –** Java has a strong memory management as there is no pointer allocations. It has automatic garbage collection that prohibits memory leaks.
* **Interpreted –**java compiler converts the codes into Java Byte Codes which are then interpreted and executed by Java Interpreter.

**3. Explain the creation of a thread-safe singleton in Java using double-checks locking.**

Singleton is created with double checked locking as before Java 5 acts as an broker and it’s been possible to have multiple instances of Singleton when multiple threads creates an instance of Singleton at the same time. Java 5 made it easy to create thread-safe Singleton using Enum. Using a volatile variable is essential for the same.

**4. Differentiate between StringBuffer and StringBuilder in Java programming.**

|  |  |
| --- | --- |
| **String Buffer** | **String Builder** |
| StringBuffer methods are synchronized | StringBuilder is non-synchronized |
| StringBuffer is thread safe. | StringBuilder is fast as it is not thread safe |
| Performance is very slow | Performance is very fast. |

**5. Which components are necessary for a New Android project?**

Whenever a new Android project is created, the below components are required:

* **manifest:** It contains **xml** file.
* **build/:** It contains build output.
* **src/:** It contains the code and resource files.
* **res/:** It contains bitmap images, UI Strings and XML Layout i.e. all non-code resources.
* **assets/:** It contains a file which should be compiled into a **.apk** file.

**6. What is an Intent?**

Android has an Intent class when the user has to navigate from one Activity to another. Intent displays notifications from the device to the user and then the user can respond to the notification if required.

**7.What do you know about REST?**

My project was on REST, so he asked various typical questions on REST. A RESTfulAPI is an application program interface (API) that uses HTTP requests to GET, PUT, POST and DELETE data.Because the calls are stateless, REST is useful in cloud applications. Stateless components can be freely redeployed if something fails, and they can scale to accommodate loadchanges.