1. Define Interfaces
   1. An interface is a reference type in Java.
   2. It is similar to class.
   3. It is a collection of abstract methods.
   4. A class implements an interface, thereby inheriting the abstract methods of the interface.
2. What is object cloning?
   1. Object Cloning is creating exact copy of object.
   2. The class must implement Cloneable Interface to make clone able objects.
   3. clone() is method that used to clone the object.
3. Define Strings in java.
   1. In java string is an object of String class.
   2. It is immutable.
   3. String class comes from java.lang.String.
   4. It contains library functions helps handle the string operations.
   5. Types of String creation
      1. String Literals.
      2. String Object.
4. Define Exception and Types
   1. In Java, an exception is an event that disrupts the normal flow of the program.
   2. Checked Exceptions
      1. It will rise at the compile time.
      2. The programmer must handle before the compilation of the program.
      3. File Reading Errors.
   3. Unchecked Exceptions
      1. This will rise at runtime.
      2. It is raised by program errors, logic errors and improper use of API’s.
      3. It is ignored at the time of compilation.
5. What are character streams in java?
   1. In Java, characters are stored using Unicode conventions
   2. Character stream automatically allows us to read/write data character by character.
   3. Suitable to perform reading and writing in text files.
   4. It process 16 bit [standard for unicode character] per operation [read/write].
   5. Eg:
      1. FileReader
      2. FileWriter
      3. BufferedReader
      4. BufferedWriter

Part B

1. Explain any 8 string class methods and it’s use.
2. Write a program to perform to copy content from one file to another file.