1. What is Java?
2. What is the difference between JRE, JDK, and JVM?
3. What happens during the compilation process?
4. What are the benefits of Java?
5. What is a constructor
6. What are the primitive datatypes?
7. What is a no args constructor?
8. What is the default constructor?
9. What are the scopes of a variable in java?
10. What are the different access modifiers?
11. Non access modifiers
12. What are the different control statements and how are they different
13. How do you create an Array in java?
14. What is varargs?
15. What is the first line of a java application
16. What are packages and imports?
17. What is a static import
18. What is static?
19. What are Strings?
20. What are some string methods?
21. String vs stringBuilder vs stringBuffer
22. What is the string pool
23. What is the difference between the stack and the heap
24. What is an exception?
25. What is the difference between exception and error?
26. What are the ways we can handle an exception?
27. Checked exception vs unchecked exception
28. How many catch blocks can be used in a try catch?
29. What does finally do?
30. Can finally be skipped? How?
31. How do I create a custom exception
32. What is autoboxing
33. What is a wrapper class
34. What is garbage collection?
35. How do I perform garbage collection?
36. what is the difference between final finally and finalize
37. What is the reflection API?;
38. What are lambdas?;
39. What are the pillars of object oriented programming, epxlapin them.
40. What is the difference between an abstract class and an interface;
41. What is strictfp, what is volatile?
42. What are the differences between FileinputeStream, FileReader, and bufferedReader (As well as their conterparts);
43. What is Scanner?
44. What is serializaiton?
45. How do i serialize an object?
46. What is a marker interface?
47. How do I prevent some data from getting serialized?
48. What is the difference between Collection and Collections
49. What are the various input/delete/get methods for List, Set, and Queue
50. Differences between list, set and queue
51. What is an iterator?
52. How is an iterator different form a ListIterator?
53. What are generics? Why use them?
54. What is the difference between comparator and comparable
55. What is the purpose of the Object class?
56. What is the difference between  == and .equals?
57. What is the purpose of hashcode?
58. Explain the difference between hashmap and hashtable.
59. How do i iterate through a hashmap?
60. What is multithreading and why do we use it?
61. What are the different ways to create a thread, what is different about them?
62. How to make a thread?
63. What are the JVM recognized states of a thread.
64. What are various methods that threads have?
65. What is synchronization?
66. What are the risks of synchronization?
67. What is deadlock, livelock and thread starvation?
68. What is the producer and consumer problem?
69. What is JUnit?
70. What are the annotations of JUnit?;
71. What are the different assert methods of JUnit?
72. How do I create a test case and test suite in JUnit?;
73. What is Maven?
74. what is the maven lifecycle?
75. What is the purpose of the pom.xml
76. What is the difference between Singleton and Factory?
77. What is the difference between Bean and POJO.;
78. What is the difference between implicit and explicit casting