* When you try to access the character of the string which was not present in the string using charAt function, then StringIndexOutOfBoundsException is printed.
* The equals method compares for the value of equality.
* The == compares the reference not the value.
* Int[2][2] array2D;-🡪 Wrong way to define an array
* Int[][] array2D;🡪 recommended way to declare an array
* Int[]array2D[]🡪 coorect way but not legal to use.
* One of the bad practices are;
  + Checking for the array index count of bounds exception when iterating through an array to determine when all elements have been visited.
  + Checking for error and if necessary restarting the program to ensure that users are unaware problems.
  + Checking for array index out of bounds exception and ensuring that program can recover if one occur.
* When a class is extending another class then the methods which are ovveriding the super class methods should be of the same return type.
* An abstract class can contain both abstract and concrete methods
* An abstract class can also contain private members and private methods.
* An abstract class doesnot have to have a constructor without arguments.
* An abstract class doesnot have to have atleast one abstract method.
* But defining the abstract methods is illegal in the concrete class.
* The while and if only accepts the Boolean values that might be either true or false.
* The questions might be given to confuse you stating the normal values or incrementing I or j in the while of if loop which is wrong.
* The types that are valid in the switch case are int,Integer and the string type.
* And when you try to access the element which is not present in the array it will be throwing the exception ArrayIndexOutOfBoundsException.
* Never use the variable without declaring it. Like in the example;
* Int x=x2; int x2=j;
* Here in the above example, x2 is assigned to integer type of x and it was initialized later on in the next step.
* Pass leader question num 71,72,79,115 should be done.
* To add the content to the existing defined StringBuilder class the keyword append is used.
* The sb.delete(int startindex,int endindex) is used to delete the contents of the string builder. The start index includes the value but the last index excludes the last index value.
* SecurityException is one of the exception class in java.
* In the native For loop, when the condition that is the middle part evaluates to false, then the loop terminates as it is only evaluated only after each iteration through the loop.
* String replace is the valid function in java;

public String replace(char oldChar, char newChar)

public String replace(CharSequence target, CharSequence replacement)

* NullPointerException is a RuntimeException . In Java, a special **null** value can be assigned to an object reference. NullPointerException is thrown when an application attempts to use an object reference that has the null value. These include: Calling an instance method on the object referred by a null reference.
* In float, the declaration float f=100; is valid.
* We need to convert float type to double explicitly by casting not by implicit way of conversion.
* A particular user defined exception could be extended from any of the sub exception classes irrespective of extending it from the super exception class.
* The append function of the String Builder class only takes the one argument and it just appends the existing class with the particular object value.
* Whereas the insert of the String Builder class, can also insert the object value into the particular position of the defined String Builder class. The insert method takes the two arguments that is the index position and the value.