1. Override finalize method to understand the behavior of JVM garbage collector

2. Create a Demo class to Read & write image/text files.

3. Create SerializationDemo class to illustrate serialization and de-serialization process.

4. Create an Employee HashSet collection and override equals & hashCode methods to
understand how the set maintains uniqueness using these methods.

5. Create a Sample class to understand generic assignments using “? extends SomeClass” ,
“? super someclass ” and “?”.

6. Invoke private methods of some other class using reflection.

7. . Create multiple threads using Thread class and Runnable interfaces.

8. Assign same task and different task to multiple threads.

9. Create a Deadlock class to demonstrate deadlock in multithreading environment.

10. Implement wait, notify and notifyAll methods.

11. Create multiple threads using anonymous inner classes.

12.Write a program for example of try and catch block. In this check whether the given array size is negative or not

13.Write a program to create a class MyThread in this class a constructor, call the base class constructor, using super and

starts the thread. The run method of the class starts after this. It can be observed that both main thread and created child thread are executed concurrently.