Topic Related Questions

1. WHAT IS METHOD OVERLOADING?

Ans:- It's when a class has multiple methods with the same name but different parameter types or counts. It helps improve code readability and reusability.

2. HOW DO YOU HANDLE DIVIDE-BY-ZERO?

Ans:- Before performing division, check if the denominator is zero using an if statement. If zero, show an error or skip the operation.

3. DIFFERENCE BETWEEN == AND .EQUALS()?

Ans:- == Compares memory addresses (reference), while .equals() compares actual content or values (mostly used with objects like Strings).

4. WHAT ARE THE BASIC DATA TYPES IN JAVA?

Ans:- Java has 8 primitive types: int, float, double, char, boolean, byte, short, and long.

5. HOW IS SCANNER USED FOR INPUT?

Ans:- Scanner reads user input from the console. Example:
Scanner sc = new Scanner(System.in); int num = sc.nextInt();

6. EXPLAIN THE ROLE OF A LOOP.

Ans:- Loops allow code to run repeatedly based on a condition. They're used for tasks like reading input, calculations, or displaying results.

7. DIFFERENCE BETWEEN WHILE AND FOR LOOP?

Ans:- While is preferred when the number of iterations isn't known. for is better when the number of times is known beforehand.

8. WHAT IS THE JVM?

Ans:- JVM (Java Virtual Machine) is part of the JRE that runs Java bytecode. It makes Java programs executable on any platform.

9. HOW IS JAVA PLATFORM-INDEPENDENT?

Ans:- Java code is compiled into bytecode, which runs on the JVM. Since JVMs exist for all major platforms, Java runs anywhere.

10. HOW DO YOU DEBUG A JAVA PROGRAM?

Ans:- You can debug by printing variable values (System.out.println), using IDE debugging tools (breakpoints), or stepping through code.