

Interview Questions

1. Is java a fully object-oriented programming language?

Java is not a fully object-oriented programming language because it supports primitive data types like - int, byte, short, long, etc., which are not object-oriented and, of course, are the opposite of oops.

2. What are the advantages of packages in java?

There are various advantages of defining packages in Java.

- o Packages avoid name clashes.
- o The Package provides easier access control.
- o We can also have the hidden classes that are not visible outside and used by the package.
- o It is easier to locate the related classes.

3. What happens if you don't define a constructor in your class. Can we still create the object of that class?

Yes, we can create that class's object because the compiler automatically defines an empty, default constructor inside the class, which remains hidden to the programmer/user/outside world.

4. Why is OOPs so popular?

Oops is so popular because it helps in writing a complex piece of code easily, and it also allows users to handle and maintain them easily. With OOPs, the code's readability, understandability, and maintainability increase manifold.

5. What are the differences between the class and the object?

Class	Object
Class is a data type	An object is an instance of the class.
No memory is allocated when a class is declared.	Memory is allocated as soon as an object is created.
It generates objects	It gives life to the class
Class is a logical entity.	An object is a physical entity.
A class can only be declared once.	Objects can be created many times as per requirement.

6. What are the differences between the constructor and the method?

	Constructor	Method
Name	Constructor's name must be same as the name of the class.	Method's name can be anything.
Return Type	Constructor doesn't have a return type.	Method must have a return type.
Call	Constructor is invoked implicitly by the system.	Method is invoked by the programmer.
Main Job	Constructor can be used to initialize an object.	Method consists of Java code to be executed.
Overload	Constructor can be Overload.	Method also can be overload.