Java:

1. Can you tell me what are the OOPS
   1. Class
   2. Object
   3. Inheritance
   4. Encapsulation
   5. Polymorphism
   6. Data abstraction
2. What is class

Class is a combination of data members and methods

1. What is an object
   1. It is an instance of the class
   2. It is blue print of the class
   3. It will have phycal entity
2. What is Inheritance
   1. Creating a new class from the existing class
   2. Inheritance is mainly used for code re-usability
3. What are the different types of Inheritance
   1. Single
   2. Multilevel
   3. Multiple
   4. Hybrid
4. Explain me about all types of inheritance
5. Can we implement multiple inheritance in Java

No

1. What is Encapsulation
   1. Encapsulating data and methods together is called Encapsulation
   2. Class is an example of Encapsulation
   3. This concept is implemented using class
2. What is Polymorphism
   1. Polymorphism is nothing many forms
   2. There 2 types of Polymorphism
      1. Compile Time
      2. Run Time
3. What is Compile Time Polymorphism and how do we achieve

We achieve this using Method Over Loading

1. Why do it as compile time polymorphism

Because complier knows which method it has to execute at the time of compilation

1. What is MethodOverLoading

More than one method will have the same name but with different type of parameters OR different in number of parameters

1. Can we overload main method

Yes we can overload main method

1. If we have more than one main in my class which one it will execute first

The method which has public static void main(String args[])

1. What is MethodOverRiding
2. More than one method will have the same name but one is in super class and another one is in sub class
3. Method in the sub class should have same prototype
4. We can call using super key word of super class method
5. What is static keyword and where we can use it
   1. Static keyword is used for better memory management
   2. Static keyword can used with below:
      1. Variable
      2. Methods
      3. Block
6. What is static variable
   1. If you declare any variable as a static it will create only one memory location and all the objects are going to share same memory location
   2. Whenever you think you need to use common value for all the objects then declare that variable as a static
   3. Static variable is called as a class variable
7. What is static method
   1. Static method is at the class level
   2. We need to call the static method with class name rather than with object
   3. Static method can access only static data
   4. Static method cannot access non-static data
   5. We cannot use this and super keywords in static method
8. What is static block
   1. Static block will be given top priority and this block code will be executed before main it self
   2. This block is used for initializing static data
9. What is exception handling

Exception is a run time error which is triggered at run time. Exception may occur and may not occur but we need to handle the exception. If we do not handle it will terminate your program

1. Which is the super class for all Exceptions

Throwble

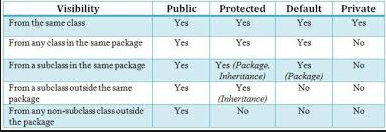
1. Can I have multiple catch block

Yes we can have

1. If you have multiple catch blocks which one it will execute

It will execute the catch block based on type of the exception triggered

1. What is different between catch and final
   1. Catch block will execute only if there is an exception
   2. Final block will execute all the time if there is an exception or not
2. Different between Throw and Throws
   1. throw is used to explicitly throw an exception.
   2. throws is used to declare an exception.
   3. throw is followed by an instance.
   4. throws is followed by class.
   5. throw is used within the method.
   6. throws is used with the method signature.
   7. You cannot throw multiple exception
   8. You can declare multiple exception e.g.public void method()throws IOException,SQLException.
3. What are the access modifiers we have in Java
   1. Public
   2. Private
   3. Protected
   4. Default
4. Can you explain me scope of access modifiers



1. Explain me about collections

Collections in java is a framework that provides an architecture to store and manipulate the group of objects.

1. Explain me different between Array and ArralyList
   1. Array is not a dynamic
   2. ArrayList is dynamic
   3. For Array we need to specify size
   4. For ArrayList we don’t need to specify size
2. Different between Final, Finally & Finalize
   1. Final is a constant and it can used be use with below
      1. Variable: If you declare any variable as a final this value cannot be changed
      2. Method: If you declare any method as a final this method cannot be overriding
      3. Class: If you declare any class as a final you cannot extend the class
   2. Finally is a block which will be executed all the time even if there is an exception or not
   3. Finalize is a method and this will be executed by Garbage Collector before destroying / release memory for the objects which are not in use
3. What is Abstract class
   1. A class which contains at least one abstract method then we call that class as a Abstract class
   2. Abstract class contains both abstract and non-abstract methods as well
   3. We cannot create object for abstract class
4. What is interface
   1. Interface will contain only abstract methods
   2. By default in interface all the methods are public static and variable will public static and final
   3. We cannot create object for interfaces
5. Different between Abstract class and Interface
   1. Abstract class contains both abstract and non-abstract methods as well
   2. Interface will contain only abstract methods
   3. In Abstract class by default methods are **not** public static and variable will public static and final
6. What is constructor and why do we use them
   1. It is special function having same name of class.
   2. Constructor will not return any value not even void also
   3. No need to call the constructors and it will automatically execute whenever we create an object for the class
   4. Constructors are mainly used for data initialization purpose
7. What are the different types of constructors
   1. Default constructor
   2. Parameterized constructor
8. What is package and why do we use them
   1. A package is a group of similar types of classes, interfaces and sub-packages.
   2. Package can be categorized in two form, built-in package and user-defined package. There are many built-in packages such as java, lang, awt, javax, swing, net, io, util, sql etc.
   3. Advantage of Package:
   4. •Package is used to categorize the classes and interfaces so that they can be easily maintained.
   5. •Package provides access protection.
9. What is top casting?
10. What is garbage collector?
11. Default capacity of array list?
12. hashmap how it's work?
13. What do you mean Hash?
14. Why string is umutable?
15. What is umutable?
16. Can I create constructor of abstract class?
17. Difference between String and StringBuffer
18. Write a program to remove duplicate characters in String
19. Write a program for febnocasy series
20. Write a program to add two matrix and put result in in third matrix