

Q. No	Question	(Marks)
UNIT – V		
1.	What is wrapper class?	1
2.	Say True or False: A class cannot have two overloaded methods that will have the same signature after type erasure.	1
3.	What is the limitation of generic in java?	1
4.	What is Collections?	1
5.	What is List?	1
6.	What is the use of marker interface?	1
7.	What is callback?	1
8.	What is type erasure?	2
9.	Mention two methods of ArrayList class.	2
10.	What is the difference between comparable and comparator.	2
11.	List two interfaces defined in collections.	2
12.	What is Boxing and unboxing?	2
13.	What is the difference between static and dynamic array?	2
14.	List different types of Inner class.	2
15.	If the compiler erases all type parameters at compile time, why should you use generics?	3
16.	What is the use of buffered streams? List two classes of buffered IO streams.	3
17.	List two different byte stream classes and explain.	4
18.	What are the advantage of Collections?	4
19.	What is the difference between static and non-static Inner class?	4
20.	Write a generic method to find the maximal element in the range [begin, end) of a list.	4
21.	What is serialization explain with an example program.	6