

(1) = Interface & abstract class

(2) = Use of constructor

(3) = throw & throws

(4) = Exception

(5) = Serialization

(6) = what is marker interface why we use it.

(7) = Parent class of all class, interface & Exception

(8) = inner & outer class

(9) = versioning in Hibernate

(10) = optimistic & pessimistic

(11) = load & get

(12) = session factory & session

(13) = Reverse of number

(14) = what is spring

(15) = ~~DI~~ Dependency Injection & AOP

(16) = Threads

(17) = HashMap working

(18) = ArrayList & LinkedList

(19) = ~~Collection~~ ConcurrentHashMap

(20) = Vector

(21) = RestFull

(22) = JSP

(23) = custom annotation

(24) = custom marker interface

(25) = Deadlock Program

(26) = static & final

(27) = How to create immutable class

(28) = static keyword

(29) = notify & notifyAll

(30) = Arraylist working

(31) = diff in identifier, native why we use

(32) = diff @ autowire and @Component

(33) = Extracting number from number one by one

(34) = what is transaction, what is ACID

(35) = Transaction Exception