**Instructions:** Research common Java interview questions online and create 20 flash cards from the information you find. Study your flash cards regularly to better prepare for interviews. Fill out the table below with the information you put on each of your flash cards.

|  |  |
| --- | --- |
| **Front of Card** | **Back of Card** |
| What is included with Java download file and how are they different? | JDK – Java Development Kit and JRE – Java Runtime Environment |
| What is a ClassLoader? | An abstract Class that loads classes in JVM. |
| Heap vs. Stack Memory? | Heap variables can be resized, but Stack variables cannot. |
| Can you use static public void main, instead of public static void main? | Yes, the program will still run. |
| What is Object cloning? | Create an exact copy of an Object. |
| What is a Wrapper Class? | Allows you to convert a primitive data type to an Object. |
| What is an Exception? | An unexpected event that can disrupt a program but can be handled. |
| What type of programming is Java mainly? | Object-Oriented Programming |
| When to use the “final” keyword? | When declaring a variable and the value needs to remain constant. Also to make a class unable to be inherited. |
| Can you call a constructor inside another constructor? | Yes |
| What is System.out.println()? | It outputs an argument, sometimes in the console. Does not return anything. |
| What is garbage collection? | Removes objects not being used and frees up that space. |
| What are the four pillars of object-oriented programming? | Inheritance, Polymorphism, Encapsulation, and Abstraction |
| What is Inheritance? | When a class inherits properties from another class/extends. |
| What is Polymorphism? | Allows us to call the same method on different types of objects. |
| What is Encapsulation? | Bundling related data and methods together that can be used as a unit. |
| What is Abstraction? | Hiding internal details from user, showing only necessary information. |
| What is an Interface? | Forms a contract with a class, must use all defined empty methods/implements. |
| What are the 8 primitive data types? | Byte, short, int, long, float, double, boolean, and char. |
| What is aggregation? | When a class references a separate class. |