1. How to create an Object in Java?

To create a object in java we use the new keyword. The syntax to create an object in java is:- ClassName variable = new ClassName();

By creating the object indirectly the default constructor is called.

1. What is the use of a new keyword in java?

The new keyword assigns a object memory in heap memory and default value of instance variable is stored in the heap memory of the memory location of the object.

1. What are the different types of variables in Java?

In java there are three types of variables:-

* Instance variables – declared directly in class before the declaration of any methods or constructor they are initialized when we create the object and are destroyed after the object is deleted by garbage collector.
* Local variables – they are defined within a block(method), the variable name and the value of it is stored in the stack value of JVM and this value is stored in the stack until the block is executed and these variables are destroyed after the execution of the block.
* Static variables – These variables belong to the class. And until the program is executing these variables are in the memory location but after the execution of the program is finished these variables are deleted.

1. What is the difference between instance variables and local variables?

* Instance variables are initialized when we create the object and are destroyed after the object is deleted by garbage collector.
* the local variable name and the value of it is stored in the stack value of JVM and this value is stored in the stack until the block is executed and these variables are destroyed after the execution of the block.

1. In which area memory is allocated for instance variable and local variable?

The instance variables are stored in the heap memory of the JVM, a default value is initialized to the instance variable while creating the object.

The local variables are stored in the stack memory area in the JVM, the variable name is saved with its value in the stack and the variable is destroyed after the execution of the block in which it was created.

1. What is method overloading?

Method overloading is a way to create many methods with the same name. In documentation its easy to handle the code if the method name is same. The parameters of all the methods with the same name are different.