

1. Write up Example code to demonstrate the three fundamental concepts of OOP. (reference Code Demo repo as example)
 1. Encapsulation;
 2. Polymorphism;
 3. Inheritance;
2. What is **wrapper class** in Java and Why we need wrapper class?
3. What is the difference between **HashMap** and **HashTable**?
4. What is **String pool** in Java and why we need String pool?
5. What is Java **garbage collection**?
6. What are **access modifiers** and their scopes in Java?
7. What is **final** key word? (Filed, Method, Class)
8. What is **static** keyword? (Filed, Method, Class). When do we usually use it?
9. What is the differences between **overriding** and **overloading**?
10. What is the differences between **super** and **this**?
11. What is the Java **load sequence**?
12. What is **Polymorphism** ? And how Java implements it ?
13. What is **Encapsulation** ? How Java implements it? And why we need encapsulation?
14. What is **Interface** and what is **abstract** class? What are the differences between them?
15. design a parking lot (put the code to **codingQuestions/coding1** folder,)
 1. If you have no ability to design it, please find the solution in internet, then understand it, and re-type it.(**Do NOT just copy and paste**)
16. What are Queue interface implementations and what are the differences and when to use what?