**Q: What do you mean by Object?**

**A:** Object is a runtime entity and it’s state is stored in fields and behavior is shown via methods. Methods operate on an object's internal state and serve as the primary mechanism for object-to-object communication.

**Q: Define class?**

**A:** A class is a blue print from which individual objects are created. A class can contain fields and methods to describe the behavior of an object.

**Q: List the steps for creating an Object for a class?**

**A:** An Object is first declared, then instantiated and then it is initialized.

**Q: Why is String class considered immutable?**

**A:** The String class is immutable, so that once it is created a String object cannot be changed. Since String is immutable it can safely be shared between many threads , which is considered very important for multithreaded programming.

**Q: What is the difference between StringBuffer and StringBuilder class?**

**A:** Use StringBuilder whenever possible because it is faster than StringBuffer. But, if thread safety is necessary then use StringBuffer objects

**Q: What do you mean by Checked Exceptions?**

**A:** It is an exception that is typically a user error or a problem that cannot be foreseen by the programmer. For example, if a file is to be opened, but the file cannot be found, an exception occurs. These exceptions cannot simply be ignored at the time of compilation.

**Q: Explain the following line used under Java Program:**

**public static void main (String args[ ])**

**A:** The following shows the explanation individually:

* public: it is the access specifier.
* static: it allows main() to be called without instantiating a particular instance of a class.
* void: it affirns the compiler that no value is returned by main().
* main(): this method is called at the beginning of a Java program.
* String args[ ]: args parameter is an instance array of class String