Core Java -

1) Features of Java 8

2) What is abstract method interface?

3) what is default method interface?

4) what is functionalInterface?

5) Explain collection hierarchy

6) diff between collection and collections

7) diff between ClassNotFOundExcception and ClassDefinitionNotFOundException

8) 4 piller of OOPS concepts, explain with examples - Encapsulation, Inheritance, Data Abstractions, Polymorphism

9) Blocked Queue Implementation

10) internal working of hashMap, concurrentHashMap

11) What is Big(o) Notation?

12) what is use of loading factor in collection?

13) Binary Tree lookup complexity

14) What is Double ended Queue?

15) What is Red Black Tree?

16) JVM, JRE, Javac, JIT Compilers

17) Hostpot Server

18) nio package

19) Selector Channel

20) **Type Eraser--done**

21) **How to access private field using java Reflection?** --**done**

22) How to make singleton object as threas-safe

23) wat are the apache collection utils classes

24) Diff between map an flatmap in context of stream API

25) method reference in java 8?

26) WHat is thread? diffrent stages of thread?

27) how can you implement singletone object?

28)how to create immutable classes?

29) How hashmap works internally?

30) diff between Map and set?

31) difference between hashtable and hashmap?

32) Can we call run method directly?

33) What is enum?

34) Can we override static method in java?

35) How to analyse thread-dump?

36) Explain hierarchy of collection framework?

37) intermediate and termical operations in stream API?

38) time complexity of hashmap?

39) Type of thread pool

40) fixedSizeThreadpool uses which queue

41) What is concurrenthashMap?

42)what are future?

43) Contract between hashcode and equals?

44) WHat is try with resources in java? prerequisite condition to have try with resource?

45) How will call method return into abstract class?

46) WHat is classloader? what are there types?

47) WHy string is immutable?

48) diff between treemap and concurrent hashmap

49)diff between submit and execute method in context of executer framework?

50) can we write try without catch block?

51) what is exception propogation?

52) give exmaple from your project where you have used singleton design pattern?

53) DIff between filter and predicate?

54) what are inner and anonymous class?

55) Difference between map and filter method for stream?

56) What are the drawbacks of volatile?

57) How to create the String objects?

58) Difference between heap memory and stack memory

59) How to handle one thread exception into another thread?

60)What is Optional for stream API?

61) How to handle exception in lambda expression?

SPRING FRAMEWORK

1) Basec features of spring framework

2) different types of DI and autowires

3) what is qualifiers

4)How many types of container in spring?

5) what annotation do you know in spring MVC?

6) DIff between beanFactory and applicationCOntext

7) How many IOC containers in spring

8) DIff between @RequestParameter and @PathVariables

9) diff between spring and spring boot

10) diff between controller and restcontroller

11) advantages of microservices?

12) what is IOC?

13) difff between session and sesion Factory

14)WHat is spring security?

15) how do we deply war file on multiple env?

16) Syntax of @Qualifier?

17) Disadvantages of autowire and bydefault settings?

18) What is criteria?

SPRING BOOT SERVICES

1) How to create @Bean in SPringBootApplication

2) basic features of spring boot

3) how to create spring boot application

4) What is eureka, zool, gateway?

5) How microservices communicate with each other?

6) Zuul belongs to which library

7) What is application.properties file?

8) how can u change port numberin sprint boot?

9) how do we deploy microservices?

10) how many instatnce you created for microservices?

11) does spring boot take care of exceptions?

12) how to configure 2 database in spring boot?

REST WEB SERVICES

1) diff between post and put

2) diff between get and load

3) diff between jax-rs and jax-rpc?

4) annotation used to write down the resources?

5) How will you provide security to rest end points?

ANGULAR

1) What are the features of angular 9?

2) what is reactform and template forms in angular?

3) what is component?

4) how to acheive 2 way binding?

5) what is drective,module , srvices? types of directives?

5) How to achieve DI in angular?

6) WHat is lazy loading in anular?

7) How angular communicate with the rest?

8)How do u authentictae your aplication in angular?

9) How to create custom directive in angular?

10) WHat is there main.ts, package.json, stconfig.json?

11) Bootstrap of angular project?

12) diff between promise and obesrvable?

13) how can we call 2 rest endpoints parallaly in angular?

14) WHat are the pipes?

15) Can we use ngIf\* and ngFor8 together?

16) is promise synchronous or asynchronous?

17) What are the layers in your project?

18) WHat is routing?

HIBERNATE

1) WHat is cascading in hibernate?

2) how to achieve transaction management ?

3) Disadvantages of hibernate over JDBC

4) locking mechanism in hibernate?

5) advantage of JPA over hibernate

6) association in hibernate

7) lazy and eager fetch in hibernate

8) diff between load and get?

9) what is criteria in hibernate?

10)annotation related with constraints in hibernate?

11)Difference between left and left outer join?

12) difference between save and persist?

DESIGN PATTERNS -

STRUCTURAL

CREATIONAL

BEHAVOURAL

What is cloud computing?