

JAVA INTERVIEW QUESTIONS

Part - I

Q.1 List the features of Java programming?

- ① Easy - Java is a language that is considered easy to learn.
- ② Secured feature :- that helps develop a virus-free and tamper free system for the users
- ③ OOP :- OOP stands for object-oriented programming language
- ④ Independant Platform :- Java is not compiled into a platform-specific machine. insted It is compiled into platform independent byte code.

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Q.2 What is a classloader?

- A classloader in java is subsystem of java virtual machine, dedicated to loading class file when program executed, classloader is executed; classloader is the first to load executable file.

Java has a bootstrap, Extension and Application classholder.

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Q.3 What are the memory allocation available in java?

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- ① class memory
 - ② Heap memory
 - ③ Stack memory
 - ④ Program Counter memory
 - ⑤ Native method stack memory.

Q.4 What are the difference between heap and stack memory in java?

→ Stack is generally used to store the order of method execution and local variables. In contrast, Heap memory is used to store the objects. After storing, they use dynamic memory allocation and deallocation.

Q.5 Will the program run if we write static public void main?

→ Yes, the program will successfully execute if written so, Because, in java, there is no specific rule for the order of specifiers.

Q.6 What is the default value stored in local variables?

→ Neither the local variables nor any primitives and Object references have any default value stored in them.

Q.7 What is an Association?

→ An association can be defined as a relationship that has no ownership over another. For ex, a person can be associated with multiple banks, and a bank can be related to various people, but no one can own the other.

Q.8 What do you mean by aggregation?

→ The term aggregation refers to the relationship between two classes best described as a "whole/part" and "has-a" relationship. The kind is the most specified version of an association relationship. It contains the references to another class and is said to have ownership of that class.

Q.9 Define Copy Constructor in java?

→ A copy constructor in java is a constructor that initializes an object through another object of the same class.

Q.10 What is a Marker Interface?

→ An empty interface in java is referred to as a marker interface. Serializable and Cloneable are some famous examples of marker interfaces.

Q.11 What is object cloning?

→ An ability to recreate an object entirely similar to an existing object is known as object cloning in java. Java provides a `clone()` method to clone a current object offering the same functionality as the original object.

Q.12 Why java is not completely object-oriented?

→ Java is not considered as 100% object oriented programming language because it still makes use of eight or more primitive data types like `int`, `float`, `double` etc.

Q.13 Define wrapper classes in java.

→ In java, when you declare primitive datatypes, then wrapper classes are responsible for converting them into objects.

Q.14. What is singleton class in java.

→ In java when you make the constructor of a class private, then particular class can generate only one object. This type of class is popularly known as a singleton class.

Q.15. Define packages in java?

→ The package is a collective bundle of classes and interfaces and the necessary libraries and jar files. The use of packages helps in code reusability.

Q.16 What is an exception?

→ An exception in java is considered an unexpected event that can disrupt the program normal's flow. These events can be fixed through the process of Exception Handling.

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