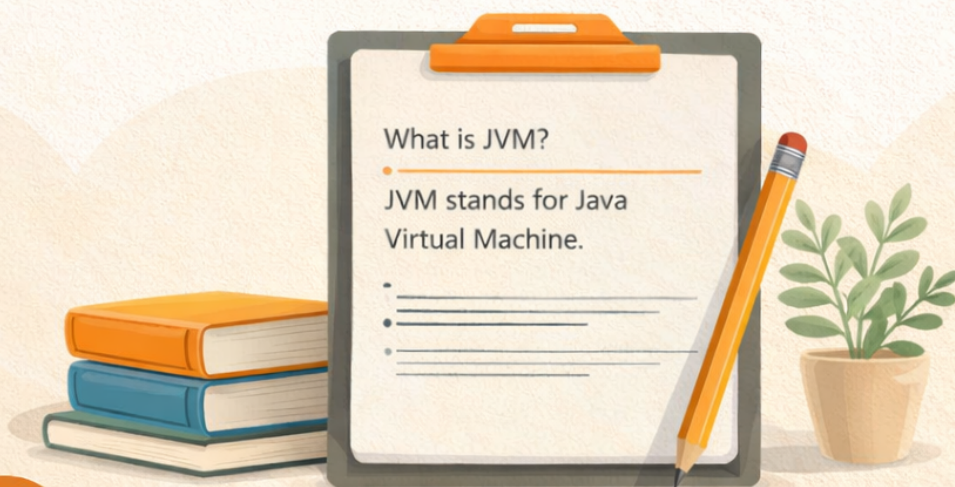


Java



INTERVIEW QUESTIONS & ANSWERS



PDF

Crack your interviews with confidence 

1. What is Java?

Java is a high-level, object-oriented programming language.

2. What is JVM?

Java Virtual Machine executes Java bytecode.

3. What is JDK?

Java Development Kit provides tools to develop Java apps.

4. What is JRE?

Java Runtime Environment runs Java programs.

5. What is OOP?

Object-Oriented Programming based on objects and classes.

6. What is class?

Blueprint to create objects.

7. What is object?

Instance of a class.

8. What is inheritance?

Acquiring properties of parent class.

9. What is polymorphism?

Ability to take multiple forms.

10. What is encapsulation?

Wrapping data and code together.

11. What is abstraction?

Hiding internal details.

12. What is method?

Function inside class.

13. What is constructor?

Special method to initialize object.

14. What is static keyword?

Belongs to class not object.

15. What is final keyword?

Used to restrict changes.

16. What is this keyword?

Refers to current object.

17. What is super keyword?

Refers to parent class.

18. What is interface?

Blueprint with abstract methods.

19. What is abstract class?

Class with abstract methods.

20. What is exception?

Runtime error handling mechanism.

21. What is try-catch?

Handles exceptions.

22. What is finally?

Executes always.

23. What is array?

Collection of elements.

24. What is String?

Sequence of characters.

25. What is StringBuilder?

Mutable string class.

26. What is loop?

Repeats code.

27. What is for loop?

Loop with counter.

28. What is while loop?

Condition-based loop.

29. What is do-while?

Executes at least once.

30. What is break?

Stops loop.

31. What is continue?

Skips iteration.

32. What is package?

Group of classes.

33. What is access modifier?

Controls access.

34. What is public?

Accessible everywhere.

35. What is private?

Accessible only in class.

36. What is protected?

Accessible in package.

37. What is method overloading?

Same method name different params.

38. What is method overriding?

Redefining parent method.

39. What is compile time polymorphism?

Method overloading.

40. What is runtime polymorphism?

Method overriding.

41. What is garbage collection?

Automatic memory management.

42. What is thread?

Lightweight process.

43. What is multithreading?

Multiple threads execution.

44. What is synchronization?

Controls thread access.

45. What is file handling?

Reading/writing files.

46. What is scanner class?

Takes input.

47. What is wrapper class?

Converts primitive to object.

48. What is collections?

Framework for storing objects.

49. What is List?

Ordered collection.

50. What is Map?

Key-value pairs.