Java Classes Interview Questions And Answers Guide.

Java Classes Job Interview Preparation Guide.

Question # 1

In this example class-var = new classname( ); The class name followed by parentheses specifies the _____ for the class
A) Variables
B) Constructor
C) Objects
D) Memory

Answer:-

Constructor

Read More Answers.

Question # 2

Explain why the StringBuffer and the wrapper classes defined as final?

Answer:-

By defining a class as final we are restricting the one of the main feature of OOP ie., INHERITANCE. But JavaSoft(SUN) has provided this restricting feature because Java Developers thought that some methods cannot be modified by the users. Eg. for those are the methods in String , StringBuffrer ,StringBuilder , all Wrapper classes. As String is a standard class those methods should be as they are as developed by Sun. The user can not be permitted to change the functionality of those methods. If your application needs this type of situation u can decalre your class as final.
The user can't implement the method toUppercase( ) in String class as that it can convert only some of the characters into Uppercase.

Read More Answers.

Question # 3

In return value; value is the value returned.
A) True
B) False

Answer:-

A) True

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Question # 4

The data, or variables, defined within a class are called _____ variables
A) Object
B) Class
C) Instance
D) None of the above

Answer:-

Class variables

Read More Answers.

Question # 5

Can you explain try-catch-finally?
What is the exact use?

Answer:-

try - catch and finally are used for avoiding situations when a program may get terminated due to the occurance of unwanted error during the exection of the program. The following points are important....
1)There is only one try for a block......any number of catch statements for a block and only one finally for a block of statments
2)finally is optional.
3) catch is also optional but ,if the catch statement is missing then finally must appear.
4) All catches corresponding to the child exceptions must be appearing before a catch for a parent exception..
5) Irrespective of the occurance of the exception ,the statements present in the finally block are executed always with one exclusion.

i.e. IF a System.out.exit() statement is encountered then the program terminates imediately,,,hence finally can not be executed in such cases.
Note: even there is an return statement appears in try block ...then also the code in finally is executed.
 e.g. Guess what happens.....if ur try has return 1; and finally has return 2; ...? 2 is returned

Question # 6

Tell me how to implement hibernate?

Answer:-

following things needed
1. put hibernate3.jar in project lib
2. write hibernate configuration file (ie) hibernate.cfg
3. write hibernate mapping file (say) student.hbm.xml
4. get hibernate session and begin transaction
5 end

Question # 7

What is singleton class and how can we get it from a general class,explain with examples(program)?

Answer:-

In computer science, the singleton design pattern is designed to restrict instantiation of a class to one (or a few) objects. This is useful when exactly one object is
needed to coordinate actions across the system. Sometimes it is generalized to systems that operate more efficiently when only one or a few objects exist.
The singleton pattern is implemented by creating a class with a method that creates a new instance of the object if one does not exist. If one does exist it returns a
reference to the object that already exists. To make sure that the object cannot be instantiated any other way the constructor is made either private or protected.
The singleton pattern must be carefully constructed in multi-threaded applications. If two threads are to execute the creation method at the same time when a
singleton does not yet exist, they both must check for an instance of the singleton and then only one should create the new one.
The classic solution to this problem is to use mutual exclusion on the class that indicates that the object is being instantiated.
A Java programming language solution is as follows. It is based on the Q&A link found below, modified for multi-threading, however, it is still vulnerable to the
double-checked locking anti-pattern, also found below:
public class Singleton {
   private static Singleton INSTANCE = null;
   // Private constructor suppresses
   // default public constructor
   private Singleton() { }
   //synchronized creator to defend against multi-threading issues
   //another if check here to avoid multiple instantiation
   private synchronized static void createInstance() {
      if (INSTANCE == null) {
         INSTANCE = new Singleton();
      }
   }
   public static Singleton getInstance() {
      if (INSTANCE == null) createInstance();
      return INSTANCE;
   }
}

Question # 8

J2SE 5 has added a new feature that simplifies the creation of methods that need to take a variable number of arguments. This feature is called _____
A) varargs

Answer:-

Explanation: varargs - It is short for variable-length arguments.

Question # 9

When an overloaded method is invoked, Java uses the type and/or number of arguments as its guide to determine which version of the overloaded method to actually
call
A) True
B) False

Answer:-

a) true
the type and number of args is together known as the signature of a method

Question # 10

Java allows objects to initialize themselves when they are created using _____
A) Arguments
B) Classes
C) Constructors
D) Parameters

Answer:-

Ans is constructer.
  B'coz When a object is created following things are happen:
 1) Memory gets allocated to the object
 2) Constructer gets called.
 3) In constructer the object gets initialize.
 i think this will be sufficient to clear the topic..

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Question # 11

The Code in java is contained within Methods
A) True
B) False

Answer:-

Source Code is normally an entire file.
In Java the actual execution (or result preparation) would be there in methods only.Method will return exact one return value / 0(void).
Methods will change the behaviour of an object (Operations).
Fields contains value or state of an object.

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Question # 12

It is possible to define a class within another class; such classes are known as _____
A) Nested Classes

Answer:-

this is called as Inner Class also

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Question # 13

How to call two interfaces in one interface?

Answer:-

You can not call 2 interface in interface but you can extend interfaces in your interface.Example :
Interface I1{..}Interface I2 extends I1{..}Interface I3 extends I2{}

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Question # 14

In this example class-var = new classname( );
The classname is the name of the class that is being instantiated.
A) True
B) False

Answer:-

whan we create an object so code are classname obj=new classname();classname is name of the classobj is objectnew is create new instances of class classnameso
that ans is true...........what u say

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Question # 15

This can be used inside any method to refer to the current object
A) True
B) False

Answer:-

Answer is False and i got it wrong inspite of being correct!!
Explanation:
this cannot be used within a static method. It can be used only within non-static methods.So the question asks whether it can be used inside any method......

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Question # 16

If the method does not return a value, its return type must be void
A) True
B) False

Answer:-

It's true. If a method is not returning any value then we must have to specify it's return type as void.void indicates that method is not returning any value.

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Question # 17

Suppose I have a rtf file generated out of jasper report.I want to print this file.I tried using Runtime.getRuntime().exec.
But, it is not printing.
My questions are: How to print the file and how do I specify the path of the file for printing?

Answer:-

Please share your answers.

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Question # 18

Methods that have a return type other than void return a value to the calling routine using the following form of the return statement:return value;
A) True
B) False

Answer:-

It's TRUE

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Question # 19

Explain how to create connectionpooling in Tomcat?

Answer:-

Please share your answers.

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Question # 20

What is meant by OO paradigm?

Answer:-

OO paradigm = Object Oriented Paradigm.
This is the basic concept of Object Oriented Languages.It actually means we have to only work out with objects.Communications take place between classes with the help of objects
Ex:- Java,C++ ,But not C(Function Oriented)

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Question # 21

How to load a class from a remote server?

Answer:-

How can classes are loaded from remote server? Don't worry.... please visit the hypelink and will get your ans.... http://java.sun.com/developer/JDCTechTips/2001/tt0227.html#dynamic

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Question # 22

Explain what are the advantage of servlet over jsp and what are advantage of jsp over java?

Answer:-

Advantages of Servlets over jsps:-
(1)servlets are comparatively faster than jsps.
Advantages of Jsps over servlets:-
(1)Easy to write and maintain and comparatively developer friendly
(2)Developer provided with implicit objects that reduces burden
(3)You can mix jsp code and html code together in a single page

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Question # 23

In this example class-var = new classname( ); class-var is a variable of the class type being created
A) True
B) False

Answer:-

class-var can be an instance and even if taken as a variable it can be either of the class classname or a supertype of it.
My ans is FALSE

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Question # 24

A class is a template for an object, and an object is an instance of a class.
A) True
B) False

Answer:-

true
A class is a template for multiple objects with similar features

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Question # 25

The new operator dynamically allocates memory for an object
A) True

B) False

Answer:-

True,
The purpose of new operator is to create a memory for the object dynamically.

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Question # 26

In the Call-by-value methods of passing an argument to a Subroutine, the value of an argument is copied into the formal parameter of the subroutine
A) True
B) False

Answer:-

True

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Question # 27

Method overloading is one of the ways that Java supports _____
A) Encapsulation
B) Class
C) Inheritance
D) Polymorphism

Answer:-

With method overloading Java supports polymorphism.

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Question # 28

Through _____ , you can control what parts of a program can access the members of a class
A) Encapsulation
B) Class
C) Inheritance
D) Polymorphism

Answer:-

a)Encapsulation

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Question # 29

If you want to pass information into a program when you run it then command-line arguments are to main( )
A) True
B) False

Answer:-

True.

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Question # 30

What is enumeration?

Answer:-

public interface Enumeration . An object that implements the Enumeration interface generates a series of elements, one at a time. Successive calls to the nextElement method return successive elements of the series.

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Question # 31

A stack stores data using first-in, last-out ordering.
A) True
B) False

Answer:-

Yes it is true ... Stack works on the Startegy of First In First Out

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Question # 32

In Java it is possible to define two or more methods within the same class that share the same name, as long as their parameter declarations are different
A) True
B) False

Answer:-

Yes it is True ...
In Java we can have to or more classes with the same name but the parameter list should be Different ... This Concept is called
Method Overloading or Function Overloading

In C++ we have the same Concept too ..

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Question # 33

What are static methods?

Answer:-

Static methods dont need class objects to call them where as nonstatic methods needs class objects to call them

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Question # 34

Java does not supports recursion
A) True
B) False

Answer:-

Answer is B) False. Java supports recursion.

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Question # 35

What is difference between abstract class and interface?

Answer:-

1. Abstract class is a class which contain one or more abstract methods, which has to be implemented by sub classes. Interface is a Java Object containing method declaration and doesn't contain implementation. The classes which have implementing the Interfaces must provide the method definition for all the methods.
2. Abstract class is a Class prefix with a abstract keyword followed by Class definition. Interface is a Interface which starts with interface keyword.
3. Abstract class contains one or more abstract methods. where as Interface contains all abstract methods and final declarations.
4. Abstract class contains the method definition of the some methods. but Interface contains only method declaration, no definition provided.
5. Abstract classes are useful in a situation that Some general methods should be implemented and specialization behavior should be implemented by child classes. Interfaces are useful in a situation that all properties should be implemented we can use this scenario

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Question # 36

Any concept you wish to implement in a Java program must be encapsulated within a class.
A) True
B) False

Answer:-

I think the ans would be False.as the interfaces are also implemented and used.So u dont have to encapsulate ur logic in the class.

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Question # 37

What is Pre-emptive scheduling?

Answer:-

Preemptive scheduling entails some extra scheduling overhead compared to non-preemptive.
Preemptive scheduling gives all processes a chance to run every so often, which improves.
As described in class, strict alternation causes one thread to block indefinitely while waiting to enter the critical section if the other thread never takes its turn. This violates one of the requirements for a correct implementation of critical sections.
An effective way to prevent deadlock is for the OS to require every process to request all of the resources (locks, files, etc.) when it begins to execute, and then release them all when it completes. prevention that eliminates one of the necessary.

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Question # 38

Explain how to send email using java?

Answer:-

Please share your answers.

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Question # 39

What is the output of the following? // A simple example of recursion.class Factorial { // this is a recursive method int fact(int n) { int result; if(n==1) return 1; result = fact(n-1) * n; return result; }} class Recursion { public static void main(String args[]) { Factorial f = new Factorial(); System.out.println("Factorial of 3 is " + f.fact(3)); }}
A) Factorial of 3 is 3
B) Factorial of 3 is 6
C) Factorial of 3 is 9
D) None of the above

Answer:-

D) None of the above
Exception in thread "main" java.lang.NoSuchMethodError: main

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Question # 40

How to convert .class file to .exe file?

Answer:-

This is a very common question asked in the comp.lang.java newsgroup. Its often useful to have an executable application when deploying your applications to a specific platform, but remember to make your .class files available for users running Unix/Macintosh/other platforms.

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Question # 41

Recursion is the process of defining something in terms of itself.
A) True
B) False

Answer:-

Ans : true.
   Recursion is the process which calls itself.

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Question # 42

A variable declared as final prevents its contents from being modified
A) True
B) False

Answer:-

ans is true.
  when we a final keyword to a variable the value of the variable can't change.

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Question # 43

Deallocation of memory in Java is called Garbage Collection
A) True
B) False

Answer:-

True, deallocation is called Garbage Collection

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Question # 44

When we create a class, we are creating a new data type
A) True
B) False

Answer:-

well, it isn't /quite/ the same as a struct. A class can contain methods as well as state, remember...

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Question # 45

The new operator dynamically allocates _____ for an object and returns a reference to it.
A) Classes
B) Variables
C) Memory
D) None of the Above

Answer:-

It always allocates memory...

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Question # 46

Static and Non-Static are the two types of nested classes
A) True
B) False

Answer:-

true.....class declared with static called static inner class....with out static called non static inner class..

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Question # 47

Explain when we are overloading or overriding the methods how we want to take care about the acess specifiers?

Answer:-

When we override a method in the child class, that method sould not be a private in parent class, but that method should be public or protected or default, those methods should have the same signature.
But we can overload the method within the same class or in the child class but they have some difference in having no of arguments or type of arguments. if we

overload the method within the class we can use any access specifier, if we overload in child class dont use private.

Question # 48

Explain what does enumeration means when talking about the 9th Amendment

Answer:-

Please share your answers.

Question # 49

The type of data returned by a method need not be compatible with the return type specified by the method
A) True
B) False

Answer:-

Explanation: The type of data returned by a method must be compatible with the return type specified by the method. For example, if the return type of some method is boolean, you could not return an integer
A) its False
The return type must be compatible

Question # 50

In System.out.println() explain it.My doubt, we call static method with Class name but here what is "out"?

Answer:-

Actually System is class define in java.lang package...
class System{   //Member variables...   static PrintStream out;
....
 //Member methods...
....
}
so out is a static reference of PrintStream class,which is define in java.io package and println() is a method of PrintStream class...
So ultimately, we can call println() method of static out reference of System class.
Syste.out.println();

Question # 51

By using finalization, you can define specific actions that will occur when an object is just about to be reclaimed by the garbage collector.
A) True
B) False

Answer:-

True.

Question # 52

Explain can a abstract class have a constructor? When would the constructor in the abstract class be called?

Answer:-

constructor can not be created in an abstract class.even though we write the constructor, when the constructor will be called..?only if the object is created. but we cannot create an object of abstract class.even though we create object using indirect way, there also, we cannot call the constructor of the abstract class.finally, constructor for the abstract class cannot be called.

Question # 53

Explain java classes in detail?

Answer:-

The Java class file is a precisely defined format for compiled Java. Java source code is compiled into class files that can be loaded and executed by any JVM. The class files may travel across a network before being loaded by the JVM.
The Java class file contains everything a JVM needs to know about one Java class or interface. In their order of appearance in the class file, the major components are: magic, version, constant pool, access flags, this class, super class, interfaces, fields, methods, and attributes.

Question # 54

Obtaining objects of a class is a _____ -step process
A) one
B) Two
C) Three
D) Four

Answer:-

Explanation: Obtaining objects of a class is a two-step process. First, you must declare a variable of the class type. This variable does not define an object. Instead, it is simply a variable that can refer to an object. Second, you must acquire an actual, physical copy of the object and assign it to that variable.
two step process

Question # 55

In general, there are _____ ways that a computer language can pass an argument to a subroutine
A) One
B) Two
C) Three
D) Four

Answer:-

Explanation: In general, there are two ways that a computer language can pass an argument to a subroutine. The first way is call-by-value. The second way an argument can be passed is call-by-reference.

Question # 56

What is Class Loader?

Answer:-

Class loaders are one of the cornerstones of the Java virtual machine (JVM) architecture. They enable the JVM to load classes without knowing anything about the underlying file system semantics, and they allow applications to dynamically load Java classes as extension modules.A class loader is an object that is responsible for loading classes. The class ClassLoader is an abstract class. Given the name of a class, a class loader should attempt to locate or generate data that constitutes a definition for the class. A typical strategy is to transform the name into a file name and then read a "class file" of that name from a file system.

Question # 57

The methods and variables defined within a class are called members of the class
A) True
B) False

Answer:-

True

Question # 58

A parameter is a variable defined by a method that receives a value when the method is called.
A) True
B) False

Answer:-

True

Question # 59

When a member is declared static, it CANNOT be accessed before any objects of its class are created, and without reference to any object
A) True
B) False

Answer:-

Explanation: When a member is declared static, it can be accessed before any objects of its class are created, and without reference to any object. You can declare both methods and variables to be static.

Question # 60

What is the significance of wait() method with respect to Object class, not in Thread class?

Answer:-

the wait() method is defined in the java.lang.OBject() class and not in the java.lang.Thread()class. it's signature is public static void wait(). we do have some overloaded versions of the wait() method. when an wait method is called by an thread on a object it release the lock on the object and goes to an WAIT/BLOCKED state inorder to let the other threads to enter the RUNNING state. However it regains the Lock on the object after sometime when it moves from the WAIT/BLOCKED state to RUNNABLE state . that can happen due to the call of notify(),notifyAll() methods by other threads holding of the respective objects Lock.

Question # 61

In this example type name(parameter-list) { // body of method}type specifies the type of data returned by the method
A) True
B) False

Answer:-

True

Question # 62

Explain how to declare and defile a final class without use of final keyword?

Answer:-

By making constructor as 'private', we can make a final class.

Read More Answers.

Question # 63

in Java, all class objects need not be dynamically allocated
A) True
B) False

Answer:-

I think it is true. Because, we use initalize some variables which are not dynamic.
For eg: int i = 10;

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Question # 64

Tell me Is it possible to declare an anonymous class while implementing an interface?

Answer:-

Interface i = new Interface(){/* Code}The above statement creates an instance of a class which implements the Interface "Interface". As name of class is not specified hence it is anonymous.

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Question # 65

What is the difference between instantiation & initialization?

Answer:-

Instance ation will not allocate memory, just a instance will be created.
Initialization will actually allocate memory.

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Question # 66

Methods declared as static have several restrictions:1) They can only call other static methods.2) They must only access static data.3) They cannot refer to this or super in any way Which of these are TRUE?
A) 1 and 2
B) 1 and 3
C) 2 and 3
D) 1, 2 and 3

Answer:-

Ans is :(c)
b'coz static methods can call static as well as non static methods.

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Question # 67

Stacks are controlled through two operations traditionally called ___ and _____
A) Push and Pull
B) Push and Pop
C) Pop and Pull
D) Pop and Peep

Answer:-

Ans is :(B)push and pop
   Push :Push is used to insert elements in the stack.
   Pop : Pop is used to extract elements from the stack.

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Question # 68

Tell me is it ok to say interfaces, classes are of polymorphism(i.e we can use those for different purposes). if not then why?

Answer:-

Inorder to reduce memory space and accessing the class members without instanciate Object is the Interface which will contain only abstract methods

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Question # 69

In interfaces the methods just defined without implementation then what is the purpose of defining the methods?

Answer:-

As By giving the Methods(Declaring) in Interface , We are telling to must follow exactly the same Signature for the given Methods. This wil be used when we are writing RMI Applications . Because in this case we just give the Interface to the User, so that user will come to know the Signature of the Method and later he/she will call it.

Question # 70

How to run doc file in Java?

Answer:-

There are two kinds of Javadoc comments: class-level comments, and member-level comments. Class-level comments provide the description of the classes, and member-level comments describe the purposes of the members. Both types of comments start with /** and end with */.
   @author: Describes the author of the document. Used in class-level comments
   @param: Describes a parameter of a method or constructor.
   @return: Describes the return type of a method.
   @throws: Describes an exception a method may throw.
   @exception: Describes an exception.

Question # 71

What is the use of system class?

Answer:-

Well it depends upon you for what purpose do use system class.
Say, System.in >> belongs to inputstream interface helps in inputting from the console.
whereas, System.out and System.err is used to print something on the console. when out is used with System class then you generally call print() and println() methods to print the stuff you want to. whereas when you use err with System class then you generally try to print error message.

Question # 72

How to create console or how i can take result with the help of console?

Answer:-

we can create console by using system.in class.
and also readline().
for example
BufferedInputStream br=new BuffereInputStream(new InputstreamReader(System.in));
br.readLine();//reading the values from console.

Question # 73

finalize( ) is only called just prior to _____
A) Initialisation
B) Runtime
C) Garbage Collection
D) None of the above

Answer:-

Ans is : Garbage Collection
  b'coz the finalize() method is called by the garbage collector when it determines no more references to the object exist.

Question # 74

Sometimes a method will need to refer to the object that invoked it. To allow this, Java defines the_____ keyword
A) this
B) that
C) the
D) and

Answer:-

Ans : this.
  B'coz 'this' keyword is used to point to the current object.

Question # 75

A class is declared by use of the _____ keyword.
A) Object
B) Class
C) Instance
D) None of the above

Answer:-

D)None of the above.This is because the class is a valid keyword and not Class.This might catch inexperienced programmers who are taught the first letter of the class by convention is capital.

Question # 76

The variable receiving the value returned by a method must also be compatible with the return type specified for the method.
A) True
B) False

Answer:-

it is True the avriable receiving the value must be compatible.

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