

## JobDuniya

### Technical Papers Java Questions: Encapsulation

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Encapsulation is the mechanism that binds together code and the data it manipulates and keeps both safe from outside interference and misuse.

**Inheritance:**

Inheritance is the process by which one object acquires the properties of another object.

**Polymorphism:**

Polymorphism is a feature that allows one interface to be used for a general class of actions. The specific action is determined by the exact nature of actions.

**Code Blocks:**

Two or more statements which is allowed to be grouped into blocks of code is otherwise called as Code Blocks. This is done by enclosing the statements between opening and closing curly braces.

**Floating-point numbers:**

Floating-point numbers which is also known as real numbers, are used when evaluating expressions that require fractional precision.

**Unicode:**

Unicode defines a fully international character set that can represent all of the characters found in all human languages. It is a unification of dozens of character sets, such as Latin, Greek, Arabic and many more.

**Booleans:**

Java has a simple type called boolean, for logical values. It can have only one of two possible values, true or false.

**Casting:**

A cast is simply an explicit type conversion. To create a conversion between two incompatible types, you must use a cast.

**Arrays:**

An array is a group of like-typed variables that are referred to by a common name. Arrays offer a convenient means of grouping related information. Arrays of any type can be created and may have one or more dimension.

## Relational Operators:

The relational operators determine the relationship that one operand has to the other. They determine the equality and ordering.

1. **Short-Circuit Logical Operators:** The secondary versions of the Boolean AND and OR operators are known as short-circuit logical operators. It is represented by `|and` and `&&`
2. **Switch:** The switch statement is Java's multiway branch statement. It provides an easy way to dispatch execution to different parts of your code based on the value of an expression.
3. **Jump Statements:** Jump statements are the statements which transfer control to another part of your program. Java Supports three jump statements: Break, continue, and return.
4. **Instance Variables:**

The data, or variable, defined within a class are called instance variable.

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