OOP

---

1. OOP 4 concepts (With Definitions)
2. Aggregation vs Composition (How to implement in code)
3. Diamond Problem (Why Diamond Problem Doesn't Exist in JAVA)
4. Function Overloading vs Function Overriding
5. Which Operator Used To To Solve Diamond Problem.
6. Operator Overloading (How To Overload cin>>,cout<< operators) (What operators we can't overload)
7. What are static variables, when they get initialized where they exist in memory?
8. What is the Sequence of Calling Constructors and Destructors?
9. Static & Dynamic polymorphism
10. Abstract class & Abstract methods
11. How to write a definition of the abstract method.
12. Difference between Abstract Class and Interface
13. Compiler vs Interpreter (Which one is better & why)
14. Stack vs Heap in Memory (Which variables store in stack and which stores in heap)
15. What are the access modifiers?
16. What are primitive data types?
17. Wrapper classes in JAVA.

Data Structures

---

1. How many data structures are available.
2. Array vs LinkedList
3. Stack vs Queue
4. Tree vs Graph
5. How to find a cycle in a graph
6. Recursion (Most important)
7. Find factorial in recursion.
8. Sorting Algorithms (All available on GeeksforGeeks)
9. Binary Search (Important for optimal searching)

8. Make a balance BST from the sorted array.

9. Strings (Basic operations like reverse, check if palindrome or not, count a character frequency)

10. BFS, DFS, Graph traverse algorithms

Database

---

1. What is Database and DBMS

2. Types of keys

3. Truncate vs Delete

4. Indexing (Concept, Advantages, and Disadvantages)

5. SQL Injection

6. How to store password & username in database

7. JOINS (Most important)

8. Joins vs Sub-Queries

9. Relational Database (Concept and Method)

10. What is a transaction block

SE & PIiT

---

1. One team member didn't work properly and the project failed due to it. What will you tell your project manager?

2. Project code deleted 2 days before delivery, how to tell and convince the client to give you more time.

3. How to lead a team?

4. How to divide a task?

5. How to deliver on time?

Behavioral Interview

---

1. Tell me something about yourself.

2. Weaknesses & Strengths.

3. Why you?

4. Why (Company)?

5. What are your salary expectations?

6. What do you purpose us?

7. Your favorite project you have done?

8. Why Computer Science?