# **Complete Placement Preparations**

- Basic Fundamentals of Language (C/C++/Java)
  - Hello World Program (Main class)
  - Variables
  - Data Types
  - Input Output Format
  - Operators
    - Unary Operator (Prefix, Postfix)
    - Arithmetic Operator
    - Shift Operator
    - Relational Operator
    - Bitwise Operator
    - Logical Operator
    - Ternary Operator
    - Assignment Operator
  - Precedence, Order of Evaluation, and Associativity
  - Control Statements
    - If-else
    - Switch
    - For Loop
    - While Loop
    - Do While Loop
    - Break
    - Continue
  - Functions
  - Struct / Class
- Flow Chart
- Pseudo Code / Algorithms
- Problem Solving / Steps of Solving Problems
  - o Define Problem
  - o Analyse Problem
  - Generate all possible solutions
  - Analyse solutions
  - Select the best optimal solution
  - Implement Solution
- Algorithm Complexity
  - Time Complexity
  - Space Complexity

### **Assignment 1**

- 1. WAP to take input 2 numbers from the user and print the sum of the numbers.
- 2. WAP to take input 1 number from the user and print its square and cube.
- 3. WAP to calculate and print area of circle and circumference of circle.
- 4. WAP to take input rupees from the user and convert it into paise.
- 5. WAP to take input days from the user and convert it into years, months, and remaining days.
- 6. WAP to take input 3 digit numbers from the user and print sum of 1 and 3 digit.
- 7. WAP to take input 3 digit numbers from the user and print the square of the middle digit.
- 8. WAP to take input 4 digit numbers from the user and print its all digits.
- 9. WAP to check whether a number is even or odd.
- 10. WAP to check whether the number is positive, negative or zero.
- 11. WAP to take input two numbers from the user and print the largest of them.
- 12. WAP to take input 2 numbers from the user and print their difference.
- 13. WAP to take input 3 numbers from the user and print the largest number among them.
  - 1. using nested if
  - 2. using AND operator
- 14. WAP to take input rate & quantity and calculate the amount. Finally print net amount to be paid after allowing 15% discount if amount exceeds 2000 rs.
- 15. WAP to take input 3 numbers and print the 2nd largest number among them.
- 16. WAP to take input a number (range 1 to 7) from the user and print the corresponding week.
  - 1. using if else
  - 2. using switch
- 17. WAP to input year from user and check whether it is a leap year or not.
- 18. WAP to take input 3 numbers from the user and print the numbers in the descending order.
- 19. WAP to take input income from the user and calculate the amount of tax to be paid as per rules.
  - 1. Less or equal to 10,000 -> no tax
  - 2. Greater than 10,000 and less or equal to 25,000 -> 10% of income above 10,000
  - 3. Greater than 25,000 and less or equal to 50,000 -> 2500 + 20% income above 25.000
  - 4. Greater than 50,000 -> 5000 + 30% of income above 50,000
- 20. WAP to perform arithmetic operations as per user's choice.
- 21. WAP to calculate the area of rectangle, circle and triangle as per user's choice.
- 22. WAP to input a character from user and check whether it is an alphabets, digits, or special symbols.
- 23. WAP to input a character from user and check whether it is uppercase and lowercase.
- 24. WAP to check whether a character given by user is a vowel or consonant.
- 25. WAP to convert a character into its toggle case.
- 26. WAP to input a lower limit and an upper limit from user and print all the numbers in between the given limits.

- 27. WAP to input a lower limit and an upper limit from user and print all the even numbers in between the given limits.
- 28. WAP to input a number from user and print its factorial.
- 29. WAP to input a number from user and print its table.
- 30. WAP to print the sum of the divisors of a number given by user.
- 31. WAP to check whether a number is perfect or not.
- 32. WAP to print the reverse of a number given by user.
- 33. WAP to take input a number from the user and check whether it is palindrome.
- 34. WAP to take input a number from the user and check whether it is armstrong.
- 35. WAP to take input a number from user and print in the form of series:
  - 1. 1, 3, 6, 10, 15, ... nth term
  - 2. 1, 11, 111, 1111, ... nth term
  - 3. 1, 12, 123, 1234, ... nth term
  - 4. 0, 7, 26, 63, ... nth term
  - 5. 0, 1, 1, 2, 3, 5, 8, ... nth term
  - 6. 0, 1, 3, 7, 15, ... nth term
  - 7.  $x x^2 + x^3 x^4 + x^5 \dots$  nth term (do sum here also)
- 36. WAP to calculate the average of even and odd numbers given by user until user press -1.
- 37. Define a class called MovieMagic with the following description :-
  - 1. Instance variables :-
    - 1. int year to store the year of release of movie.
    - 2. String title to store the title of the movie.
    - 3. float rating to store the popularity rating of the movie.
  - 2. Member methods :-
    - 1. MovieMagic() default constructor to initialise data members.
    - 2. void accept() to input and store year, title and rating.
    - 3. void display() to display the title of a movie and a message based on the rating as per the table.
      - 1. 0.0 to 2.0 Flop
      - 2. 2.1 to 3.4 Semi-hit
      - 3. 3.5 to 4.5 Hit
      - 4. 4.6 to 5.0 Super Hit
  - 3. Write a main() method to create an object of the class and call the above member methods.
- 38. Define a class called ParkingLot with the following description :-
  - 1. Instance variables :-
    - 1. int vehicleNumber to store vehicle number.
    - 2. double hours to storee the number of hours the vehicle is parked.
    - 3. double bill to store the bill amount.
  - 2. Member methods :-
    - 1. ParkingLot to initialise data members.
    - 2. void input() to input and store the vehicleNumber and hours.

- 3. void calculate() to compute the parking charge at rate of 3 rs for the first hour or part thereof and 1.5 rs for each additional hour.
- 4. void display() to display details.
- 3. Write a main() method to create an object of the class and call the above methods.
- 39. WAP to input a string from the user and count the number of alphabets, digits & special symbols in the string.
- 40. WAP to convert a string into PIGLATIN form.

# **Arrays & Strings**

- Creation
- Insertion
- Traversing
- Searching
  - Linear Search
  - Binary Search
  - Ternary Search
- Deletion
- Sorting
  - Selection Sort
  - Bubble Sort
  - Insertion sort
  - o Merge Sort
  - Quick Sort
  - Counting Sort
- 2-D Arrays

# **Assignment 2**

- 1. WAP to input an array from the user and print all its values.
- 2. WAP to input an array from the user and print the sum of all its values.
- 3. WAP to input an array from the user and print its reverse.
- 4. WAP to print the sum of even and odd values of an array given by the user.
- 5. WAP to print the average of even and odd values of an array separately.

**Notes:** All theory concepts will also be implemented as assignments.

- C++ STL
  - vector
  - list
  - o set
  - o map
- Java Collections
  - ArrayList
  - o LinkedList
  - Set
  - Map
- References
  - https://www.youtube.com/watch?v=-uG0 xJ6Ovk
  - o <a href="https://www.youtube.com/watch?v=LRJ5uAkRtiQ">https://www.youtube.com/watch?v=LRJ5uAkRtiQ</a>

## **Assignment 3**

- 1. Concatenation of Array
- 2. Build Array from Permutation
- 3. Shuffle the Array
- 4. Kids With the Greatest Number of Candies
- 5. Create Target Array in the Given Order
- 6. Decompress Run-Length Encoded List
- 7. Check If Two String Arrays are Equivalent
- 8. Shuffle String
- 9. Number of Senior Citizens
- 10. Largest Local Values in a Matrix
- 11. Cells with Odd Values in a Matrix
- 12. Find Numbers with Even Number of Digits
- 13. Minimum Operations to Make the Array Increasing

## **Assignment 4 (2D Array)**

- 1. Richest Customer Wealth
- 2. Count Negative Numbers in a Sorted Matrix
- 3. Matrix Diagonal Sum
- 4. Convert 1D Array Into 2D Array
- 5. Reshape the Matrix
- 6. Transpose Matrix
- 7. Spiral Matrix
- 8. Spiral Matrix II
- 9. Rotate Image
- 10. Set Matrix Zeroes
- 11. Valid Sudoku

### **Assignment 5 (Prefix & Suffix Sum)**

- 1. Running Sum of 1d Array
- 2. Find the Highest Altitude
- 3. Minimum Value to Get Positive Step by Step Sum
- 4. Range Sum Query Immutable
- 5. Maximum Score After Splitting a String
- 6. Find Pivot Index
- 7. Matrix Block Sum
- 8. Sum of Absolute Differences in a Sorted Array
- 9. Product of Array Except for Self
- 10. Shifting Letters

## **Assignment 6 (Binary Search)**

- 1. Binary Search
- 2. Search Insert Position
- 3. Count Negative Numbers in a Sorted Matrix
- 4. Special Array With X Elements Greater Than or Equal X
- 5. Kth Missing Positive Number

- The K Weakest Rows in a Matrix
- 7. Arranging Coins
- 8. First Bad Version

#### 9. Valid Perfect Square

(https://leetcode.com/problems/valid-perfect-square/solutions/622870/java-binary-search-cle an-code-log-n-solution)

### 10. Sqrt(x)

#### 11. Magnetic Force Between Two Balls

(https://leetcode.com/problems/magnetic-force-between-two-balls/solutions/1251695/java-cle an-concise-optimal-code-binary-search-algorithm-90-faster-solution)

#### 12. Capacity To Ship Packages Within D Days

(https://leetcode.com/problems/capacity-to-ship-packages-within-d-days/solutions/1184397/j ava-clean-optimal-code-binary-search-technique-o-n-log-weightssum-time-100-beats)

- 13. Peak Index in a Mountain Array
- 14. Find the Smallest Divisor Given a Threshold

### 15. Minimum Limit of Balls in a Bag

(https://leetcode.com/problems/minimum-limit-of-balls-in-a-bag/solutions/1184716/java-clean-concise-code-binary-search-technique-o-n-log-10-9-time-100-optimal-code)

- **16.** Single Element in a Sorted Array
- 17. Most Profit Assigning Work
- 18. Search a 2D Matrix
- 19. Search a 2D Matrix II
- 20. Valid Triangle Number
- **21.** Find Minimum in Rotated Sorted Array
- 22. Random Pick with Weight
- 23. Find Peak Element

### 24. Find First and Last Position of Element in Sorted Array

(https://leetcode.com/problems/find-first-and-last-position-of-element-in-sorted-array/solutions/1180751/java-clean-concise-code-binary-search-algorithm-100-optimal-solution)

#### 25. Search in Rotated Sorted Array

(https://leetcode.com/problems/search-in-rotated-sorted-array/solutions/5929252/java-clean-concise-optimal-code-binary-search-algorithm-100-beats)

- 26. Minimum Number of Days to Make m Bouquets
- 27. H-Index II

- **28.** Sum of Square Numbers
- 29. Maximum Candies Allocated to K Children
- 30. Koko Eating Bananas
- 31. Minimum Time to Repair Cars
- 32. Plates Between Candles
- 33. Minimize the Maximum Difference of Pairs
- 34. Maximum Running Time of N Computers
- 35. Find Minimum in Rotated Sorted Array II

# **Assignment 7 (Sliding Window)**

- 1. Alternating Groups I
- 2. Count Number of Nice Subarrays
- 3. Number of Sub-arrays of Size K and Average Greater than or Equal to Threshold
- 4. Number of Substrings Containing All Three Characters
- 5. Minimum Swaps to Group All 1's Together II
- 6. Grumpy Bookstore Owner
- 7. Max Consecutive Ones III
- 8. Maximum Number of Vowels in a Substring of Given Length
- 9. Maximum Erasure Value
- 10. Get Equal Substrings Within Budget
- 11. Maximum Points You Can Obtain from Cards
- 12. Subarray Product Less Than K
- 13. Find All Anagrams in a String
- 14. Minimum Size Subarray Sum
- 15. Permutation in String
- 16. Alternating Groups II
- 17. Minimum Operations to Reduce X to Zero
- 18. Longest Substring Without Repeating Characters

- 19. Sliding Window Maximum
- 20. Minimum Window Substring

# **Assignment 8 (Two Pointer)**

- 1. Reverse String
- 2. Reverse Prefix of Word
- 3. Reverse Words in a String III
- 4. Remove Palindromic Subsequence
- 5. DI String Match
- 6. Reverse Only Letters
- 7. Count Binary Substrings
- 8. Move Zeroes
- 9. Remove Element
- 10. Remove Duplicates from Sort
- 11. Reverse Vowels of a String
- 12. Reverse String II
- 13. Valid Palindrome
- 14. Append Characters to String
- 15. Interval List Intersections
- 16. Two Sum II Input Array Is Sorted
- 17. Remove Duplicates from Sorted Array II
- 18. Container With Most Water
- **19.** String Compression
- **20.** Form Array by Concatenating Subarrays of Another Array
- 21. Number of Subarrays with Bounded Maximum
- 22. Reverse Words in a String
- 23. Rotate Array
- 24. Compare Version Numbers

- 25. Next Permutation
- 26. Sentence Similarity III
- 27. Trapping Rain Water

## **Assignment 9 (Sorting)**

- 1. Sort an Array
- 2. Minimum Number of Moves to Seat Everyone
- 3. Widest Vertical Area Between Two Points Containing No Points
- 4. Sorting the Sentence
- 5. Height Checker
- 6. Array Partition
- 7. Sort Array By Parity
- 8. Maximum Units on a Truck
- 9. Squares of a Sorted Array
- 10. Minimum Subsequence in Non-Increasing Order
- 11. Minimum Absolute Difference
- 12. Can Make Arithmetic Progression From Sequence
- 13. Merge Sorted Array
- 14. Maximum Product of Three Numbers
- 15. Third Maximum Number
- 16. Maximum Number of Coins You Can Get
- **17.** Minimize Maximum Pair Sum in Array
- 18. Maximum Ice Cream Bars
- 19. Pancake Sorting
- 20. Check If a String Can Break Another String
- 21. Two City Scheduling
- 22. Maximum Element After Decreasing and Rearranging
- 23. Rearrange Words in a Sentence
- 24. Sort Colors
- 25. Maximum Number of Consecutive Values You Can Make

- 26. Minimum Moves to Equal Array Elements II
- 27. Minimum Increment to Make Array Unique
- 28. Boats to Save People
- 29. Minimum Number of Arrows to Burst Balloons
- 30. Bag of Tokens
- 31. Remove Covered Intervals
- 32. Max Number of K-Sum Pairs
- 33. Longest Word in Dictionary through Deleting
- 34. Merge Intervals
- 35. 3Sum Closest
- 36. Maximum Area of a Piece of Cake After Horizontal and Vertical Cuts
- 37. H-Index
- 38. Maximum Sum Obtained of Any Permutation
- 39. 3Sum
- 40. 4Sum
- 41. Largest Number
- 42. Smallest Range II
- 43. Orderly Queue