1st round

Design round

* Design a game. There will be 3 X 3 matrix in which tic tac toe game will be played. In each cell of that matrix, there can be any kind of other game like snake and ladder, tic tac toe, etc.
* There will be two player playing the game. They will play game in each of the 9 cells of the matrix. Whoever wins the game in a cell, then they will move to another cell. In the end rules of tic tac toe will be applied on that 3X3 matrix.
* Design low level class diagram and implement a proper working code for the same.
* Time: 1.5 hrs

Discussion on the classes and some optimization techniques

2nd round

Coding and problem solving round

* In a city there are some places. Those places are not connected to each other. There is connectivity between few places. You need to find out connectivity between all the places in the city. The connectivity should be such that there should be minimum distance between each places.
* One question on BST. Not able to recollect properly. It was related to balancing of the tree.
* Given a number n you have to find out the nth number which is not a multiple of 3 and 5. The sequence will start from 1. So sequence will be something like 1,2,4,7,8,….

3rd round

design round

* design a website and backend for a cricket website
* expectation is to design the end to end architecture of the website. Few things to note:
  + which technology and framework to be used. Pros and cons of each technology
  + scalabiity aspects. How to handle million requests
  + security aspects of website
  + role in website. Few people will be admin and few will wil normal users. How to keep track of them.
  + Complete low level class diagram and interaction between each of those classes.

4rth round

Hiring manager round. Discussion about past projects and basic culture fit questions.