7 Myths

about

Coding Interviews

and

the Truth Behind Them.

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Myth 1: Coding interviews are all about speed.

Fact: Not true. It's important to be able to solve coding problems quickly, but it's not everything. The interviewer also wants to see that you can think logically, communicate effectively, and write clean, well-commented code.

Myth 2: Coding interviews are designed to trick you.

Fact: Coding interviews are not designed to trick you. The interviewer's goal is to evaluate your problem-solving abilities and see how you approach coding challenges.

Myth 3: You need to know everything about DSA and programming to ace a coding interview.

Fact: It's impossible to know everything about DSA, and the interviewer doesn't expect you to. The key is to show that you have a strong foundation in core concepts and can learn new things as needed.

Myth 4: You need to be a genius to do well in a coding interview.

Fact: Not true. Coding interviews test a specific set of skills, and with practice and preparation, anyone can improve their performance. The key is to be well-prepared, confident, and able to demonstrate your abilities through your work.

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Myth 5: Coding interviews are only for experienced developers.

Fact: Not true. Even if you are just starting out in your programming career, you can still do well in a coding interview with the right preparation and practice.

Myth 6: You need to memorize algorithms and data structures to do well in a coding interview.

Fact: Not true. While it's important to have a solid understanding of DSA, it's not necessary to have them memorized. What's more important is to be able to apply them to solve real-world problems, which comes from practice.

Myth 7: Coding interviews are the same at every company.

Fact: Coding interviews are not the same at every company. Different companies may have different approaches to coding interviews, so it's important to do your research and understand what to expect before you go in for the interview.

➡ Preparing for coding interviews.
Act smartly, follow coding patterns like
Sliding Window, Two Pointers, etc.

➡ Check **Grokking the Coding Interview**
and
Grokking Dynamic Programming
from
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