* Tell me about yourself
* What is Software eng.
* SDLC and models
* Diff b/w iterative and spiral
* What is oop.
* Pillars of OOP.
* Benefits of inheritance.

**Reusability** - facility to use public methods of base class without rewriting the same.

**Extensibility** - extending the base class logic as per business logic of the derived class.

**Data hiding** - base class can decide to keep some data private so that it cannot be altered by the derived class

* Data abstraction and encapsulation. And their examples
* Aggregation, composition. How we will achieve it In coding?

<https://www.geeksforgeeks.org/association-composition-aggregation-java/>

* Context switching
* What will happen it we write return type of constructor.
* When a program is loaded where its variables are stored on stack or heap
* Name of data structures
* Hash table working
* Sorting algos and complexity
* Joins all type
* Why we use self join.
* Indexing.
* Which language is pure Object oriented.
* Object oriented vs structural.
* Write code to count number of each char in sentence.
* Diff b/w set and list
* Stack and queue
* Normalization, types
* Advantages disadvantages of normalization
* Why we use self join