My Interview

12 January 2023

Fujitsu - >

- 1. C ani C++ diff
- 2. Storage class related question
- 3. Global static dusrya file madhe kasa access karnar
- 4. Personal thinking Amdocs ka sodaychi, tula amhi asla kam dila tr vagere
- 5. All about situation based ,previous exp related

Infosys - C developer ->

- 1. Fork
- 2. Static
- 3. Memory layout
- 4. Recursion snippet
- 5. Endianness
- 6. Pointer related snippets
- 7. Function pointer
- 8. Memory leak
- 9. Bitwise operator snippet
- 10. Filesystem concept

KPIT ->

- 1. Find min max from Array
- 2. Design pattern factory with implementation
- 3. C++ concepts
- 4. Threading synchronization

Cyient ->

- 1. C++ concepts
- Design pattern -> multiple design patterns asked other than factory and single tone -> Adapter

HCL ->

1. C++ concepts

Calsoft ->

- 1. More focus on modern C++ -> Explicit, constructor delegation
- 2. Coding
- 3. Casting -> dynamic, static, const cast
- 4. Coding standerd

Unisys ->

- 1. Assembly Prolog, compilers method in detail
- 2. Unix file system design
- 3. Process vs thread internals
- 4. Copy on write
- 5. Process data structure
- 6. Paging
- 7. Kernel thread
- 8. Thread local storage

FlexTrade ->

- 1. More focus on STL... nusta STL che code and functions
- 2. Reference vs Pointer

3. Copy constructor internals

Siemense ->

- 1. Modern C++
- 2. String class implementation

GE healtcare->

1. Eka array majority of element ahe ka te find out kara ani nusta optimization

Calfus->

- 1. Design pattern
- 2. C++ concepts
- 3. String codes

Agiliad ->

- 1. Threading in depth ->eka thread ne 1 print kela tr 2nd thread ne 2 print kela pahije
- 2. C++ concepts
- 3. File System
- 4. Character device and block device

Capgemini ->

1. Basic C++

TietoEvery ->

- 1. C++ concept
- 2. Virtual in depth with tricky question
- 3. String programs
- 4. DLL vs LIB
- 5. DB
- 6. Indexing
- 7. Linked list reverse / second last node return
- 8. String reverse with #
- 9. New and delete
- 10. Nullptr
- 11. Inline vs macro
- 12. Join wali query lihayla lavli

Persistant->

- 1. C++ basics
- 2. C++ core in depth
- 3. Inheritance tricky questions
- 4. Can we derive class from struct
- 5. Map internals --> storing kasa hota sorted ki unsorted
- 6. Map cha searching kasa hota and what is the complexity of it

Emerson, GS Labs ->

1. Basic C++

nCircle ->

- 1. Previous company architecture
- 2. Use of STL vector, map in real life and tuzya company madhe kuthe vaprla hotas
- 3. C++ code converts into C debate on it
- 4. Reference vs pointer
- 5. Virtual in depth, assembly of virtual
- 6. Logical question
- 7. Geometry question

Synechron -> 1. Basic C++ 2. SQL 3. Logic Harman -> 1. C++14 2. STL 3. String class implementation FIS -> 1. Basic C question 2. String pointer manipulation 3. Database queries Imptus-> 1. C++ concepts 2. Vector rotation