SPANIDEA:

1. Explain memory management?

---have to explain the memory structure created for program. All section (code, data session,

Heap, stack)

2. How you debug your code.

3. What you use in your development/what you did? --- toolchain, vs , makefile

4. Why you want to change your job?

5. Your project is in which domain.

6. What is function pointer? Write syntax?

7. malloc() and calloc() difference and syntax.

8. Volatile.

9. Difference between structure and union.

10. Structure padding.

11. Multi-threading? Syntax. For creating thread?

12. Storage class

13. which IPC you use.

14. socket ? how the communication happen with server and client.

15. find output

Char \*str=”Spanidea”

\*st+1;

Printf(“%c\n”,\*str+1);

ANS: T (2 nd line don’t have any meaning as value not assign to anything, print =value+1 that is T as it comes after s )

16. int i=6,j=7;

J=i--;

Printf(“%d%d”,I,j)

ANS : 56 (post increment)

17. How to find linklist looping. In singly linklist.

18. How to find out merge point in singly linklist?

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MindTree:

**Mainly ask bit field and bit operation in MNC and most important code PDF**

1. Print no of set bit and reset bit in 32 bit register

2. I2C details, data format of I2C

3. Set bit and reset bit. Code.

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**APTIV:**

1.1 Projects details.

1.2 Tell me about yourself.

1. Storage class?

2. Details on static, if declare global variable as static and register variable as static where it is store initial value.

3. What happen if I declare function as static?

4. Extern variable in details, can we use global variable in other file how? Globle and static in deep

5. Extern int a, is it declaration on definition, what is different between “int a and extern int a”

6. Constant? Where the constant variable stored? What is the initial value? What is diff. const int a & const int a=10;

7. Register variable in details, initial value

8. Memory structure,

9. Difference between structure and union. memory assignment.

10. What is the real use of the union?

11. Structure padding. Size of structure how will calculate

12. Structure bit field.

13 bit field.

14. What is void?

15. Difference between malloc() and calloc(), initial value.

16. Which controller you are used.

17. Write a code for find the given no is in the power of 2. Write code using bit operator and explain.

18. What is the endianness? How to find out the system is little endian or big endian. Write a code.

19. Write a code to reverse link-list

20. Write a code for finding even or odd number in single line using the relational operator? Bitwise operator.

21. Write a code for set 4th no of bit, how to diff in bit and byte, the no is in byte but have to set bit.

22. What is the task?

23. What is the difference between share memory and message queue, which is the faster.

24. How to handle critical section.

25. Difference between semaphore and mutex.

26 if we have a mutex for a critical section can we use another mutex inside this of critical section?

27. Scheduling algorithms.

28. Pointers what is difference

i. int const \*p

ii. int \*const p

iii. const int \*P

iV const \*int p (need to see how to write and diff)

29. Signals details.

30. tcp-ip format

31. Dangling pointer in details, when we get the error and how to fix this.

32. Memory leak.

33. Compilation process? Types of compilers. Complier scripts?

34. Can we write printf() globaly? Why?

35 Write a code for swao two nibble

36 can we define structure variable as static