



no. of keywords in c & j...



Java are different due to their different design and evolution.

C:

- The original ANSI C standard (C89) has 32 keywords.
- Later versions of C, such as C99, C11, and C23, have added more keywords. C11 has 44 keywords and C23 is expected to have around 47 keywords. [🔗](#)
- Keywords in C are reserved words with predefined meanings and cannot be used as identifiers.
- Examples of C keywords include `int`, `float`, `if`, `else`, `for`, `while`, `return`, `struct`, etc.

Java:

- Java has 50 keywords.
- Like C, these keywords are reserved and cannot be used as identifiers.



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c top down & java bot...



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C টপ ডাউন এবং জাভা



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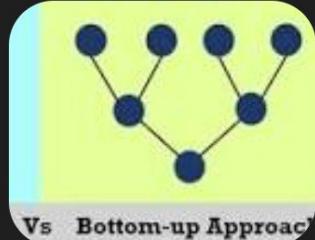
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Listen

C programming, being a structured procedural language, generally uses a top-down approach. Java, an object-oriented language, often employs a bottom-up approach. This means C breaks down a problem into smaller, manageable parts at the highest level, while Java focuses on building the system from smaller, interconnected components.



C (Top-Down):

Focus:



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Following are the notable differences between C and Java –

Java	C
Java is an object-oriented language.	C is procedure oriented language
Java is interpreted Language.	C is a compiled language.
Java is a high-level language.	C is a low-level language.
Java does not support pointers.	C supports pointers
Java supports Inheritance	C does not support inheritance

What is the difference between C and core Java...

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Aspect	Java	C++	Java	C++
Object Orientation	Hybrid	Hybrid	Hybrid / Multi-Paradigm	Hybrid / Multi-Paradigm
Static / Dynamic Typing	Static	Static	Static	Static
Generic Classes	No	No	Yes	Yes
Inheritance	Single class, multiple interfaces	Single class, multiple interfaces	Multiple	Multiple
Feature Renaming	No	No	No	No
Method Overloading	Yes	Yes	Yes	Yes
Garbage Collection	Mark and Sweep or Mark and Sweep + Generational	Mark and Generational	None	None
Null Variables / Code	Yes	Yes	Yes	Yes

[Cost Considerations](#) [Java](#) [C++](#)

Maintenance: Lower long-term costs; its emphasis on code readability and simplicity can contribute to easier maintenance and troubleshooting.

Hardware: Potentially higher; may require additional hardware resources to achieve comparable performance.

Cost Considerations: Higher long-term costs, may require more effort to maintain due to lower-level memory management and potential complexities.

Java: Potentially lower; the ability to leverage hardware resources effectively can result in efficient utilization.

ResearchGate

GENERIC COMPARISON...

JayDevs

Making the Right Cho...

Aspect	Null	Optional
Definition	Null is a literal value representing absence of an object.	Optional is a container that may or may not hold a non-null value of type T.
Purpose	Used to indicate the absence of a value.	Provides a better way to handle missing values without risking NullPointerException.
Type Safety	Not type-safe. You can pass null anywhere.	Type-safe wrapper around objects that may be null.
Null Checks	Manual null checks required.	Encourages functional style and fluent API for handling values.
Error Handling	NullPointerException if not handled properly.	Reduces NullPointerException risk by forcing developers to think about absent values.
Readability	Can lead to unclear, defensive code.	Code is more expressive and self-documenting.

[API Interaction](#) [Java](#) [C++](#)

API Interaction: Java applications require code written in C++ programs can directly interact in C to interact with APIs with low-level operating system APIs.

Interaction with C Libraries: Java applications require code written in C++ can directly interact with C libraries in C to interact with C libraries.

Interaction with Java Libraries: Java apps can directly interact with Java libraries Java Libraries C++ requires JNI (Java Native Interface) to interact with Java libraries.

Build and Package Management: Java features Maven for standard build and package management C++ needs third-party alternatives like Conan.

Medium

Let's break down the d...

Turing

C++ vs Java: What Pro...

Aspect	C++	Java	Python
Language Type	Compiled	Compiled	Compiled
Operator Overloading	Yes	No	Yes
Inheritance	Single and multiple inheritances	Partial multiple inheritance (Interfaces)	Single and multiple inheritances
Platform Independence	No	Yes	Yes

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ARRAY VERSUS STRING

Array	String
Arrays are a sequential collection of elements of similar data types.	Strings refer to a sequence of characters represented as a single data type.
Elements of arrays are stored contiguously in increasing memory locations.	Strings can be stored in any manner in memory locations.
An array is a special variable that can hold more than one value at a time.	Strings can only hold char data which are the most commonly used data types.
Arrays are mutable meaning the fields can be modified.	Strings are immutable meaning the value cannot be changed in memory once created.
An array is fixed.	The size of a string is not fixed. Difference Between .net

Difference between Array and String | Difference...

Visit >

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ARRAY VERSUS STRING	
ARRAY	STRING
A data structure consisting of a collection of elements each identified by the array index	A one-dimensional array of characters terminated by a null character
Can store a set of integers, doubles, floats, etc.	Can only store characters
Has a fixed size	Has a fixed size, but it can be changed using a char pointer
Can be one-dimensional or two dimensional	Always two dimensional

Pediaa.Com



Shiksha

Difference Between Ar...

DIFFERENCE BETWEEN ARRAY & STRUCTURE	
ARRAY	STRUCTURE
1. An array is a collection of related data elements of same type.	1. Structure can have elements of different types
2. An array is a derived data type.	2. A structure is a programmer-defined data type
3. Any array behaves like a built-in data.	3. But in the case of structures, first we have



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Tcs interview experience gitanjali park:

Asked about dbms , rdbms ,
ddl ,dml commands

Gave me 2 queries on to del a
row of a table and to print which
employee will have the maximum
salary.

Then asked typecasting , string vs
array ,linked list node deletion .

Oops to implement polymorphism
through inheritance, object.

They didn't asked me to explain
my project . They told to write 3
functions from numpy, panda ,
matplotlib . Thanks



implement polymorphi...



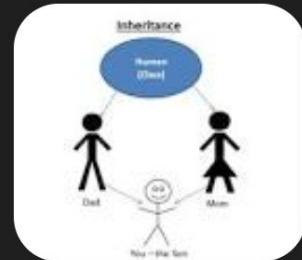
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Polymorphism through inheritance, also known as runtime polymorphism or dynamic polymorphism, is a key object-oriented programming concept that allows objects of different classes to be treated as objects of a common type. This is achieved by **having a parent class (superclass) with a method, and then having subclasses (child classes) override that method with their own specific implementations.**



Here's how it works:

1. Define a Superclass:

Create a superclass with a method that you want to implement in different ways across subclasses.



2. Create Subclasses



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```
import React from 'react';
import { useQuery } from 'react-query';

// Function to fetch data
const fetchUsers = async () => {
    const res = await
fetch('https://jsonplaceholder.t
ypicode.com/users');
    if (!res.ok) throw new
Error('Network error');
    return res.json();
};

const App = () => {
    // Use useQuery to fetch
    data
    const { data, error,
isLoading } = useQuery('users',
fetchUsers);

    if (isLoading) return
<p>Loading...</p>;
    if (error) return <p>Error
loading data</p>

    return (
        <div>
            <h1>User List</h1>
            <ul>
                {data.map((user)
=> (
                    <li key=
{user.id}>
                        <h3>
                            {user.username}</h3>
                        <h3>
                            {user.name}</h3>
                        <p>
                            {user.email}</p>
                        <p>
                            {user.address}</p>
                        <ul>
                            {user.address
                            .map((address)
=> (
                                <li key=
{address.id}>
                                    {address
                                    .street}</li>
                            ))}
                        </ul>
                    </li>
                ))
            </ul>
        </div>
    );
};

export default App;
```

Open In App <p>

ghp_JCrdEXTuqDW4wsI5 • !(MasterHead)(https://previ... • 1. deploy backend at ren... • tcs tmay.txt • tech & hr qns.txt • probable qns from project.txt • tech qns & ans.txt

File Edit View

1. deploy backend at render

Name: e.g., docx-to-pdf-api

Environment: Node

Build Command: `npm install`

Start Command: `node server.js` or `node index.js` (whatever your entry point is)

Root Directory: If it's a subfolder (e.g., `backend`), set this to `backend`

take the url & add to axios code and deploy frontend

Ah, good question – yes, you absolutely can give the full backend URL directly in your Axios call like this:

```
const response = await axios.post(  
  "https://your-backend-service.onrender.com/convertFile",  
  formData,  
  { responseType: "blob" }  
);
```

instead of `//"http://localhost:3000/convertFile"`

that we were using for API testing to connect F with B, we will now do this
ie backendurl/apiendpoint(to connect with backend)
`"https://convoapp-1.onrender.com/convertFile",`

Ln 31, Col 51 | 807 characters

Search

hp



how to convert char t...



```
ng str2 = Character.toString(myChar  
em.out.println("String using Chara
```

Both `String.valueOf(char)`
and

`Character.toString(char)`
methods achieve the same result.

The `Character.toString()`
method internally calls

`String.valueOf()`, so there's
no significant performance
difference between them. Using
`String.valueOf()` might be
slightly more direct and
readable.

AI responses may include mistakes. [Learn more](#)



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what is data structure



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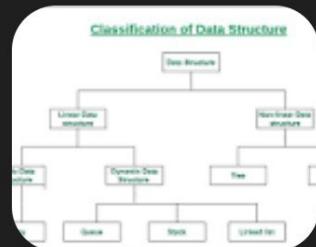
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A data structure is a specific way of organizing and storing data in a computer so that it can be used efficiently. It defines the relationships between data elements and the operations that can be performed on them, according to Unstop. Essentially, it's a way to arrange data for easy access and manipulation.



Here's a more detailed explanation:

Organized Data:

Data structures provide a way to arrange data in a structured manner,



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```
void sleep() {           Copy code
    System.out.println("Sleeping.");
}

// Subclass (inherits from Animal)
class Dog extends Animal {
    // Implementing the abstract method
    void sound() {
        System.out.println("Bark");
    }
}

public class Main {
    public static void main(String[]
        Dog d = new Dog();
        d.sound(); // Output: Bark
        d.sleep(); // Output: Sleepi
    }
}
```



Ask anything



Tools





ChatGPT ▾



java



Copy code

```
// Abstract class
abstract class Animal {
    // Abstract method (does not have
    abstract void sound();

    // Regular method
    void sleep() {
        System.out.println("Sleeping.");
    }

}

// Subclass (inherits from Animal)
class Dog extends Animal {
    // Implementing the abstract method
    void sound() {
        System.out.println("Bark");
    }
}
```



Ask anything



Tools





// Q18. What is an abstract class ? //

An **abstract class** is a class that is intended to be used for inheritance. It cannot be instantiated. An abstract class can consist of both abstract and non-abstract methods.

In **C++**, an abstract class is a class that contains at least **one pure virtual function**.

In Java, an abstract class is declared with an **abstract keyword**.



↓ { add (int a, int b);
add (int a, int b, int c);

/ **Q16. Can we overload the constructor in a class?**

✓ → Yes we can overload the constructor in a class. Constructor Overloading is done when we want constructor with different constructor with different parameter(Number and Type).

✓

✓ **Q17. Can we overload the destructor in a class?**

↓ ~Point () {
3

→ No, a destructor cannot be overloaded in a class. There can only be one destructor present in a class.



Copy Constructor :

A copy constructor is a member function that initializes an object using another object of the same class.

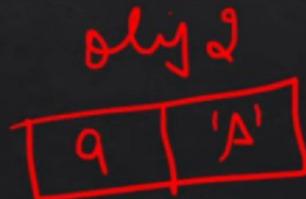
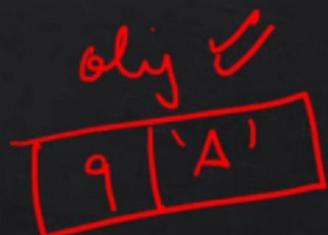
obj (obj²)

```
class base {  
    int a, b;  
    base(base& obj) // copy constructor  
    {  
        a = obj.a;  
        b = obj.b;  
    }  
}
```

(base obj)

↑
refine
≡

a



obj 2 (obj)



Non-Parameterized Constructor :

It is a user-defined constructor having no arguments or parameters.

```
class base {  
base()  
{  
    cout << "This is a non-parameterized constructor";  
}
```



Dare obj =
new obj();

Parameterized Constructor :

The constructors that take some arguments are known as parameterized constructors.

```
class base {  
public:  
    int base;  
    base(int var)  
    {  
        cout << "Constructor with argument: " << var;  
    }  
};
```



obj(20)



Q15. What is a destructor?

✓

only init
only destr

~Point() {
}=
}

✗

A destructor is a method that is automatically called when the object is made of scope or destroyed.

↗ ↓

In C++, the destructor name is also the same as the class name but with the (~) tilde symbol as the prefix.

In Java, the garbage collector automatically deletes the useless objects so there is no concept of destructor in Java.

In Python, the destructor is named __del__.

```
class base {  
public:  
    ~base() { cout << "This is a destructor"; }  
}
```

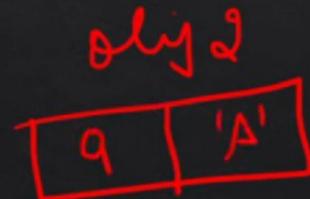
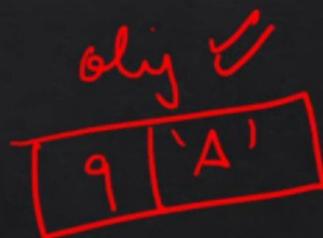


Copy Constructor :

A copy constructor is a member function that initializes an object using another object of the same class.

```
class base {  
    int a, b;  
    base(base& obj) // copy constructor  
    {  
        a = obj.a;  
        b = obj.b;  
    }  
}
```

a



(class obj)
↑
refine
≡

obj 2 (obj)



```
class MyCh  
{ }
```

Q14. Different types of constructor ?

Types Of constructor :

- Default Constructor ✓ → ✓
- Non-Parameterized Constructor ✓ → ✗ ,)
- Parameterized Constructor ✓ → (, ,)
- Copy Constructor ✓ → oly → oly

Default Constructor :-

The default constructor is a constructor that doesn't take any arguments. It is a non-parameterized constructor that is automatically defined by the compiler when no explicit constructor definition is provided.



Q13. What is Constructor ?

- Constructor in C++ is a special method that is invoked automatically at the time an object of a class is created.
- It is used to initialize the data members of new objects generally.
- The constructor in C++ has the same name as the class.
- Constructors do not return values; hence they do not have a return type.

myClass obj(10, "Mike");
says
class MyClass {
 int x; ←
 string name; ← ↓
 MyClass (int x, string n)
 {
 this.x = x;
 this.name = n;
 }
}



Q12. How much memory does a class occupy?



Classes do **not use memory**. They merely serve as a template from which items are made. Now, **objects** actually initialize the class members and methods when they are created, using memory in the process.



Q10. What is inheritance and its purpose ?

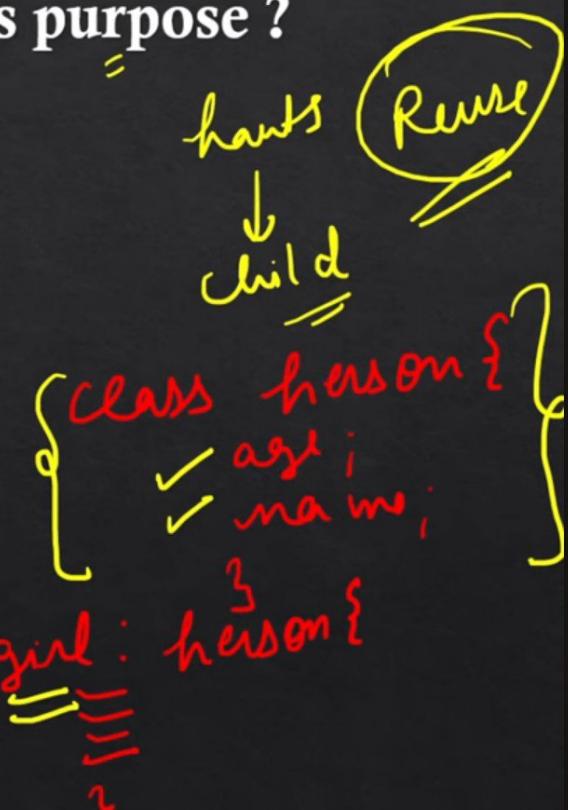
The capability of a class to derive properties and characteristics from another class is called Inheritance.

The idea of inheritance is simple, a class is derived from another class and uses data and implementation of that other class. The class which is derived is called child or derived or subclass and the class from which the child class is derived is called parent or base or superclass.

The main purpose of Inheritance is to increase code reusability.

class boy : person {
 }

class girl : person {
 }





Q8. What is operator overloading? com while time → static, early

C++ has the ability to provide the operators with a special meaning for a data type,
↗ → + this ability is known as operator overloading.

Operator overloading means giving an operator (like +, -, or *) a new meaning for user-defined data types. This allows operators to work in specific ways with custom objects, like adding two objects together.

Java X
+
()

$$\begin{array}{l} \checkmark \text{complex} \rightarrow A \rightarrow (5) + 2i \\ \beta \rightarrow (-6) + 3i \rightarrow \text{add} \\ \hline (11 + 5i) \end{array}$$



Q.) How to access database if the database
is shutdown

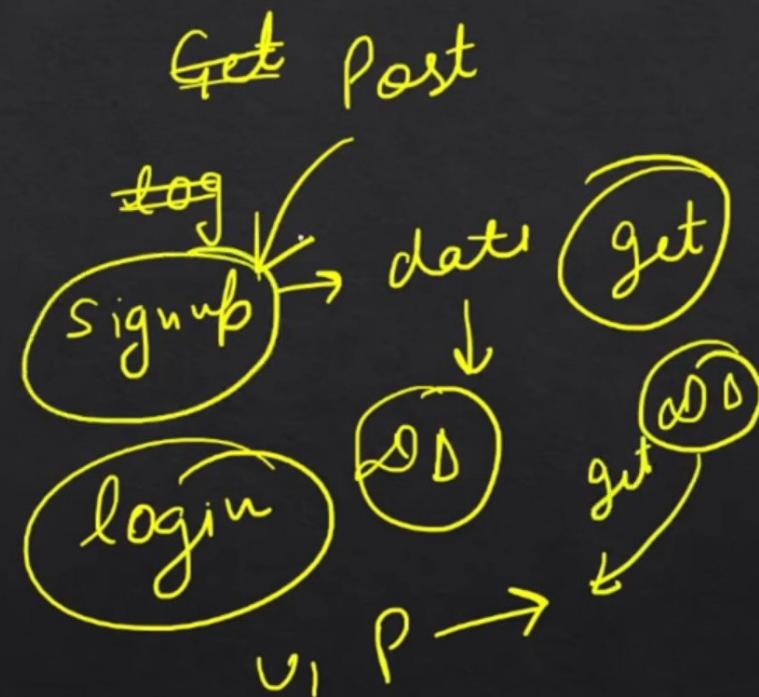
- The usual way to access data is to restart or start the database server first.
- If the primary database is down and cannot be started immediately, you can access data from Backup files (restore from backup)





Q.) Api methods ?

- GET — Read data
- POST — Create new data
- PUT — Replace existing data
- PATCH — Update part of existing data
- DELETE — Remove data





Q.) Difference between set , list , tuple ?

4*

Feature	List	Set	Tuple
Mutability	Mutable	Mutable (elements must be immutable)	Immutable
Ordering	Ordered	Unordered	Ordered
Duplicates	Allows duplicates	No duplicates allowed	Allows duplicates
Indexing	Supports indexing and slicing	Not supported	Supports indexing and slicing
Performance	Slower for membership tests	Faster membership tests	Faster than lists
Use Case	When frequent modifications are required	When uniqueness is needed	When immutability is required

Change
1 2 3 4
5 2 3



```
class Node {  
public:  
    int data;  
    Node* next;  
  
    Node(int value) {  
        data = value;  
        next = nullptr;  
    }  
};
```

Pointer

ghter

All Ink on Slide



```
int main() {  
    Node* first = new Node(10); ←  
    Node* second = new Node(20);  
    Node* third = new Node(30);  
  
    first->next = second;  
    second->next = third;  
  
    Node* temp = first;  
    while (temp != nullptr) {  
        cout << temp->data << " ";  
        temp = temp->next;  
    }  
  
    return 0;  
}
```

C++

10 | null

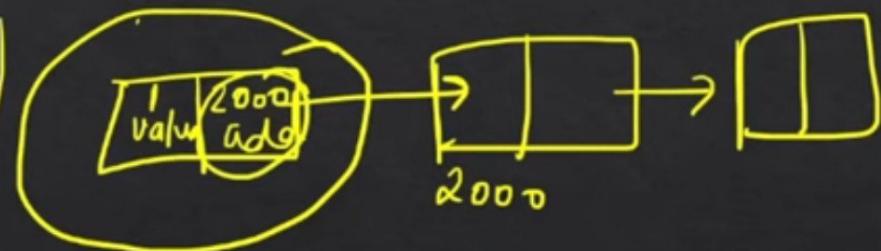
20 | null

30 | null



Q.) How to create class , linkedlist ?

```
class student {  
    data members ✓  
    function ✓  
};
```

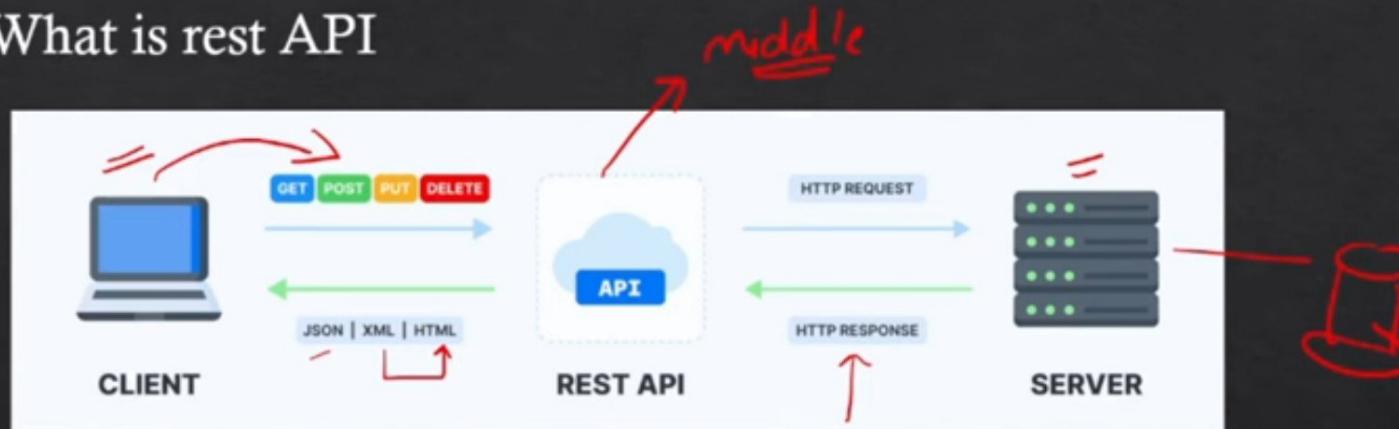


```
class Node {  
    int val;  
    Node* next;  
};
```



1.) What is rest API

Ex

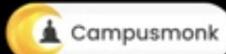


Ans

A REST API is a set of rules that allows programs to talk to each other using HTTP requests to access and modify data.

Ex

(Client) → (Web) → (Kit)



Question 3: "Tell me the task and list one difficulty that you seen during internship."

💡 **Sample Answer :**

"During my internship at ABC Tech, my main task was to develop and test modules for a web-based student management system using **JavaScript** and **MongoDB**. One major difficulty I faced was understanding the existing codebase, as it was large and not well-documented. Initially, I found it hard to trace the flow and understand dependencies.

To overcome this, I started by creating flow diagrams and seeking regular guidance from my mentor. Over time, I became comfortable navigating the project and even contributed to documenting it for future interns."





Question 2: “Tell me about your internship”

Structure:

- Where and when you did your internship
- Your role and responsibilities
- Key projects/tasks
- What you learned
- How it connects to your current career goals

Sample Answer (Tech Internship – Software Development):

"I did my internship at **ABC Technologies** during the summer break in my 3rd year. It was a 2-month internship where I worked as a **Software Development Intern**.

My main responsibility was to assist in the development of a web-based inventory management system using **React.js** for the frontend and **Node.js** and **MongoDB** for the backend. I was part of a 5-member team and contributed to designing user interfaces and integrating REST APIs.

I also got the chance to work on bug fixing and learned how version control with **Git** is used in real-time team projects.

The internship helped me understand how development happens in a professional setup—especially Agile methodology, code reviews, and sprint planning.

This experience strengthened my technical foundation and made me confident in applying for software developer roles."





IP Address (Internet Protocol Address)

A logical address used to identify a device on a network or the internet.

It can change depending on the network you're connected to.

Given by your Internet Service Provider (ISP) or router.

MAC Address (Media Access Control Address)

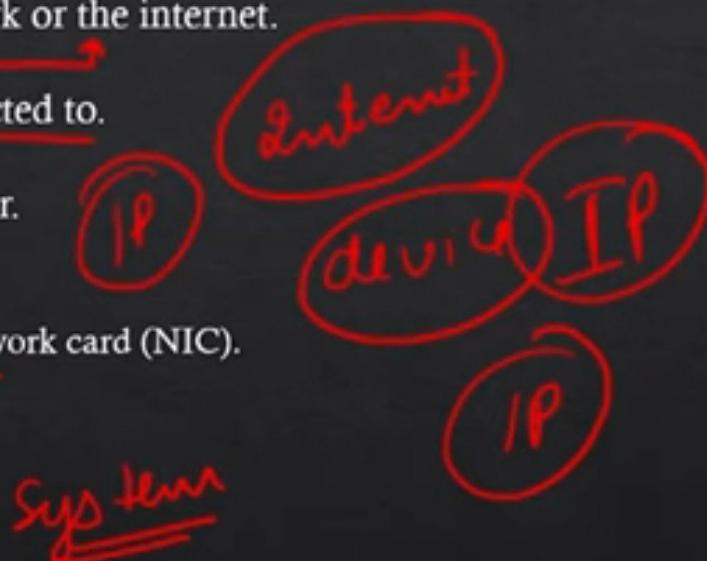
A physical (hardware) address assigned to your device's network card (NIC).

It is permanent and unique for every device.

Looks like a serial number for your device on a network.

Example:

00:1A:2B:3C:4D:5E





5. TCP (Transmission Control Protocol)

Ensures reliable and ordered delivery of data.

Slower, but ensures no data is lost.

Example: File downloads, emails, web pages.

6. UDP (User Datagram Protocol)

Faster but unreliable (no guarantee of delivery).

Used where speed is more important than accuracy.

Example: Online games, video calls, live streaming.

① VC?
fastness
file
pt



3. HTTP (HyperText Transfer Protocol)



Used for loading web pages.

Data is not encrypted — less secure.

Example: http://example.com



4. HTTPS (HyperText Transfer Protocol Secure)

Same as HTTP but with security (SSL/TLS encryption).

Keeps your data private and secure.

Example: Used by all banking and secure websites.





1. SMTP (Simple Mail Transfer Protocol)

Used to send emails from one server to another.

Works only for sending, not receiving.

Example: When you send an email using Gmail or Outlook.



Q. Difference Between IPv4 and IPv6 ?

IPv4: Internet Protocol version 4

IPv6: Internet Protocol version 6

Address Length:

IPv4 uses 32-bit addresses.

IPv6 uses 128-bit addresses.

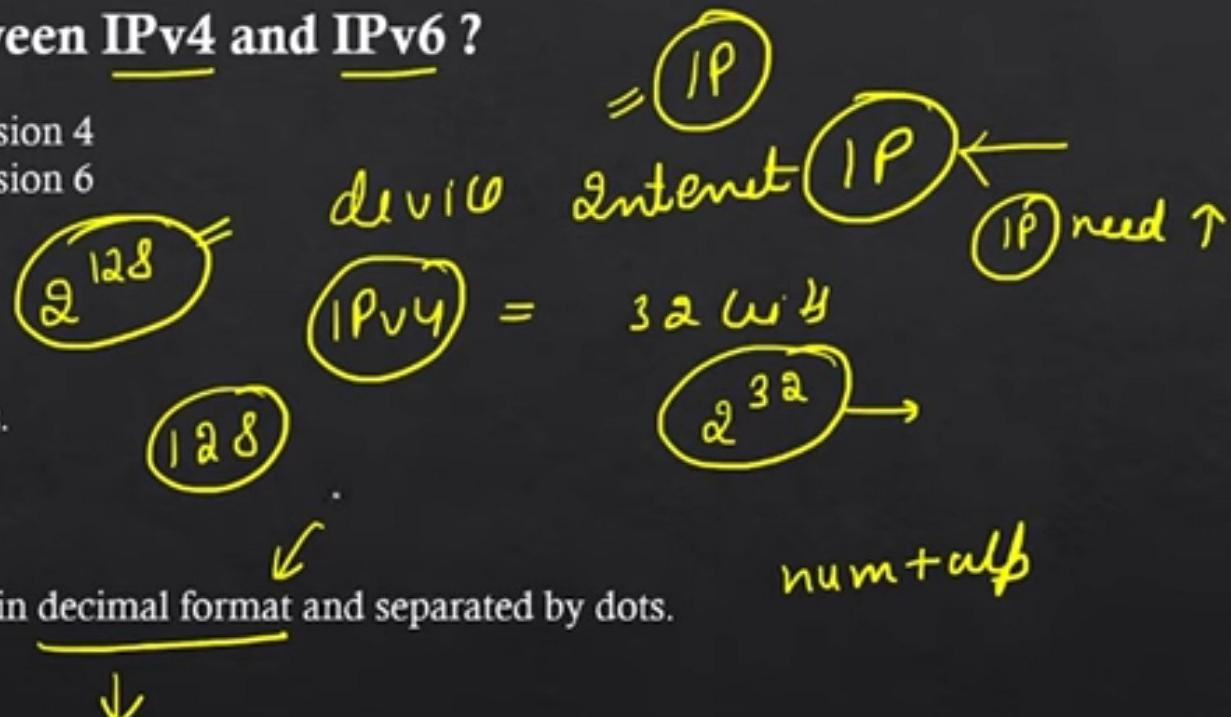
Address Format:

IPv4 addresses are written in decimal format and separated by dots.

Example: 192.168.1.1

IPv6 addresses are written in hexadecimal format and separated by colons.

Example: 2001:0db8:85a3:0000:0000:8a2e:0370:7334





Computer Networks

#

Application	7
Presentation	6
Session	5
Transport	4
Network	3
Data Link	2
Physical	1

Q. What is OSI Model ?

open system inter connection

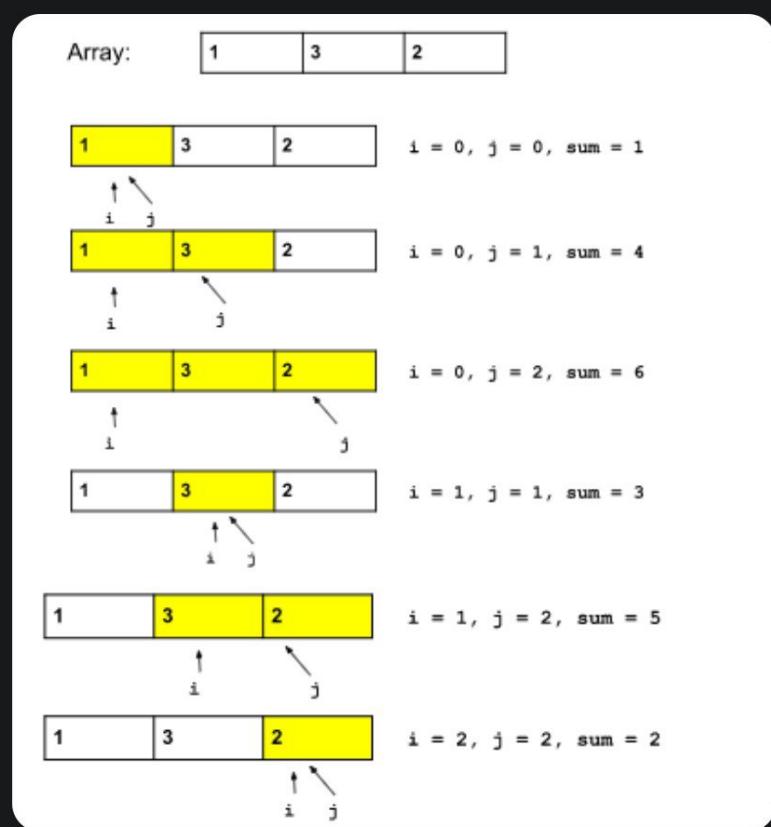




TUF



Subarrays are marked with yellow color.



Code



C++

Java

Python

Javascript

```
g args[]) {  
4, -1, 2, 1, -5, 4};
```

Better Approach

Algorithm / Intuition

Intuition: If we carefully observe, we can notice that to get the sum of the current subarray we just need to add the current element(i.e. $\text{arr}[j]$) to the sum of the previous subarray i.e. $\text{arr}[i \dots j-1]$.

Assume previous subarray = $\text{arr}[i \dots j-1]$
 current subarray = $\text{arr}[i \dots j]$
 $\text{Sum of } \text{arr}[i \dots j] = (\text{sum of } \text{arr}[i \dots j-1]) + \text{arr}[j]$

This is how we can remove the third loop and while moving j pointer, we can calculate the sum.



Approach:

The steps are as follows:

- First, we will run a loop(say i) that will select every possible starting index of the subarray. The possible starting indices can vary from index 0 to index $n-1$ (n = array size).
- Inside the loop, we will run another loop(say j) that will signify the ending index as well as the current element of the subarray. For every subarray starting from index i , the possible ending index can vary from index i to $n-1$ (n = size of the array).
- Inside loop j , we will add the current element to the sum of the previous subarray i.e. $\text{sum} = \text{sum} + \text{arr}[j]$. Among all the sums the maximum one will be the answer.

Dry Run

Code

C++ Java Python Javascript

```
public static int maxSubarraySum(int[] arr, int n) {
    int maxi = Integer.MIN_VALUE; // maximum sum

    for (int i = 0; i < n; i++) {
        int sum = 0;
        for (int j = i; j < n; j++) {
            // current subarray = arr[i....j]
            // add the current element arr[j]
            // to the sum i.e. sum of arr[i...j-1]
            sum += arr[j];

            maxi = Math.max(maxi, sum); // getting the maximum
        }
    }

    return maxi;
}
```

Complexity Analysis

Optimal Approach

Algorithm / Intuition

Intuition:

The intuition of the algorithm is not to consider the subarray as a part of the answer if its sum is less than 0. *A subarray with a sum less than 0 will always reduce our answer and so this type of subarray cannot be a part of the subarray with maximum sum.*

Here, we will iterate the given array with a single loop and while iterating we will add the elements in a sum variable. Now, if at any point the sum becomes less than 0, we will set the sum as 0 as we are not going to consider any subarray with a negative sum. Among all the sums calculated, we will consider the maximum one.

Thus we can solve this problem with a single loop.

Approach:

The steps are as follows:

- We will run a loop(say i) to iterate the given array.

Code:

```
C++ Java Python
    }
    System.out.println(arr[i] + " " + count);
}
}
```

Output:

```
10 3
5 2
15 1
```

Time Complexity: O(N*N)

Space Complexity: O(N)

Solution 2: Using Map

Intuition: We can use a map of value and frequency pair, in which we can easily update the frequency of an element if it is already present in the map, if it is not present in the map then insert it in the map with frequency as 1. After completing all the iterations, print the value frequency pair.

Approach:

- Take a unordered_map/HashMap of <Integer, Integer> pair.
- Use a for loop to iterate the array.
- If the element is not present in the map then insert it with frequency 1, otherwise increase the existing frequency by 1.
- Print the value frequency pair.

$\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \uparrow
 $\text{map} = \{(10, 1)\}$
 \Downarrow
 $\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \downarrow
 $\text{map} = \{(10, 1), (5, 1)\}$
 \Downarrow
 $\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \uparrow
 $\text{map} = \{(10, 2), (5, 1)\}$

$\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \uparrow
 $\text{map} = \{(10, 2)\}$
 \Downarrow
 $\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \uparrow
 $\text{map} = \{(10, 3)\}$

Code:

```
C++ Java Python
    {
        map.put(arr[i], map.get(arr[i]) + 1);
    }
    else
    {
        map.put(arr[i], 1);
    }
}
// Traverse through map and print frequencies
for (Map.Entry<Integer, Integer> entry : map.entrySet())
{
    System.out.println(entry.getKey() + " " + entry.getValue());
}
}
```

Special thanks to [Prashant Sahu](#) and [Sudip Ghosh](#) for contributing to this article on takeUforward.

Code:

```
C++ Java Python
    }
    System.out.println(arr[i] + " " + count);
}
}
```

Output:

```
10 3
5 2
15 1
```

Time Complexity: O(N*N)

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 \Downarrow
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 \uparrow
 $\text{map} = \{(10, 2), (5, 1)\}$

$\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \uparrow
 $\text{map} = \{(10, 2)\}$
 \Downarrow
 $\text{arr} = \{10, 5, 10, 15, 10, 5\}$
 \uparrow
 $\text{map} = \{(10, 3)\}$

Code:

```
C++ Java Python
}
static void Frequency(int arr[], int n)
{
    Map<Integer, Integer> map = new HashMap<>();

    for (int i = 0; i < n; i++)
    {
        if (map.containsKey(arr[i]))
        {
            map.put(arr[i], map.get(arr[i]) + 1);
        }
        else
        {
            map.put(arr[i], 1);
        }
    }
    // Traverse through map and print frequencies
}
```

Special thanks to [Prashant Sahu](#) and [Sudip Ghosh](#) for contributing to this article on takeUforward.

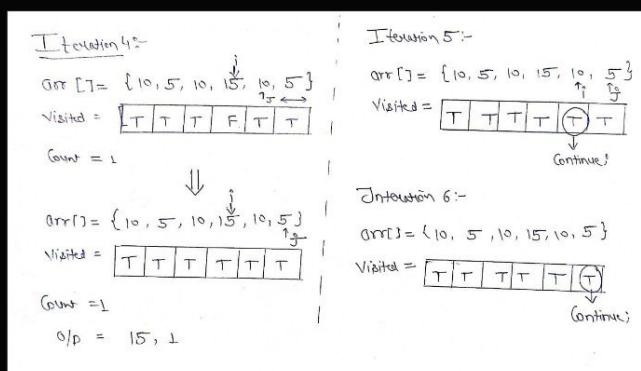
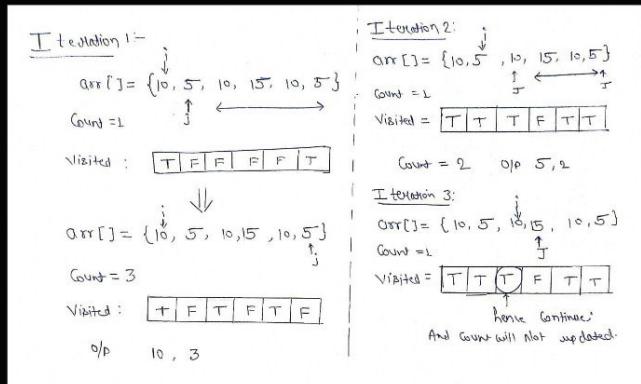
[Course contents](#)



TUP

☰

- Use the first loop to point to an element of the array.
- Initialize the variable count to 1.
- Make that index true in the visited array.
- Run second loop, if we find the element then mark the visited index true and increase the count.
- If the visited index is already true then skip the other steps.



Code:

```
C++ Java Python
for (int i = 0; i < n; i++) {
    if (visited[i] == true)
        continue;

    // Count frequency
    int count = 1;
    for (int j = i + 1; j < n; j++) {
        if (arr[i] == arr[j]) {
            visited[j] = true;
            count++;
        }
    }
    System.out.println(arr[i] + " " + count);
}
```

Output:

Solution 2: Using Map

Intuition: We can use a map of value and frequency pair, in which we can easily update the frequency of an element if it is already present in the map, if it is not present in the map then insert it in the map with frequency as 1. After completing all the iterations, print the value frequency pair.

Approach:

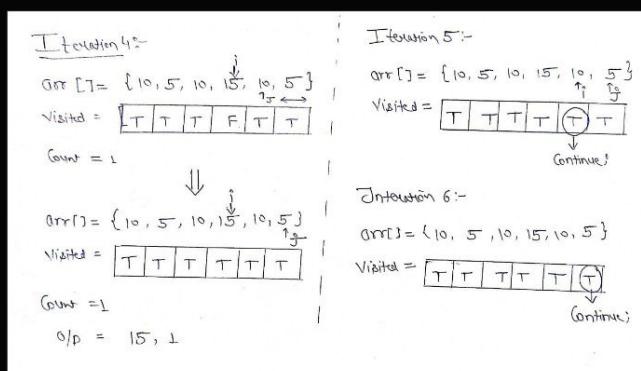
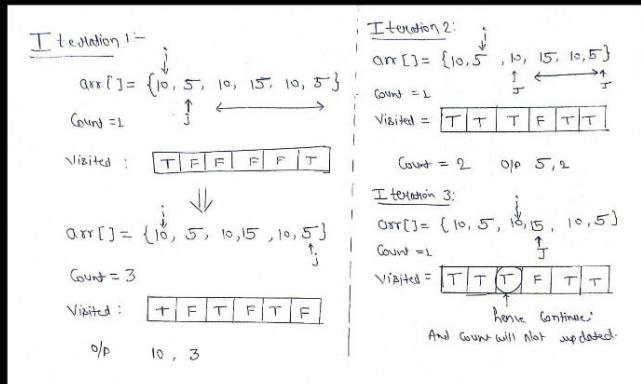
- Take a unordered_map/HashMap of <Integer, Integer> pair.
- Use a for loop to iterate the array.
- If the element is not present in the map then insert it with frequency 1, otherwise increase the existing frequency by 1.



TUP

≡

- Use the first loop to point to an element of the array.
- Initialize the variable count to 1.
- Make that index true in the visited array.
- Run second loop, if we find the element then mark the visited index true and increase the count.
- If the visited index is already true then skip the other steps.

**Code:**

C++ Java Python

```

boolean visited[] = new boolean[n];

for (int i = 0; i < n; i++) {
    // Skip this element if already processed
    if (visited[i] == true)
        continue;

    // Count frequency
    int count = 1;
    for (int j = i + 1; j < n; j++) {
        if (arr[i] == arr[j]) {
            visited[j] = true;
            count++;
        }
    }
}

```

Solution 2: Using Map

Intuition: We can use a map of value and frequency pair, in which we can easily update the frequency of an element if it is already present in the map, if it is not present in the map then insert it in the map with frequency as 1. After completing all the iterations, print the value frequency pair.

Approach:

- Take a unordered_map/HashMap of <Integer, Integer> pair.
- Use a for loop to iterate the array.
- If the element is not present in the map then insert it with frequency 1, otherwise increase the existing frequency by 1.



Calculate Frequency of characters in a String

Mark as Completed

23 |

Problem Statement: Given a string, calculate the frequency of characters in a string.

Examples:

Example 1:

Input: takeuforward

Output: a2 d1 e1 f1 k1 o1 r2 t1 u1 w1

Explanation: Count of every character of string is printed.



Example 2:

Input: articles

Output: a1 c1 e1 i1 l1 r1 s1 t1

Explanation: Count of every character of string is printed.

Solution

Disclaimer: Don't jump directly to the solution, try it out yourself first.

Solution 1:

Approach: Sort the string and print the consecutive elements count.

For eg.

Str = **articles**

Sort the string first, the sorted string is **aceilrst**

Now, print the occurrences of every consecutive element – **a1 c1 e1 i1 l1 r1 s1 t1**

Code:

```
C++ Java
void Printfrequency(string str)
{
    sort(str.begin(), str.end());
    char ch = str[0];
    int count = 1;
    for (int i = 1; i < str.length(); i++)
    {
        if (str[i] == ch)
            count++;
        else
        {
            cout << ch << count << " ";
            count = 1;
            ch = str[i];
        }
    }
    cout << ch << count << " ";
```

Solution 2:

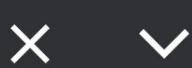
Approach: Just count the frequency of every element in Str1 and iterate through the frequency array and print the count of every letter in the string.

For Eg -

Str = **articles**

The frequency array of every element of Str is :

Frequency Array of articles																										
1	1	1		1	1		1	1	1																	
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	



Examples:

Example 1:

Input:

Arr[] = [1,1,2,3,4,4,5,2]

Output:

1,2,4

Explanation:

1,2 and 4 are the elements which are occurring more than once.

Example 2:

Input:

Arr[] = [1,1,0]

Output:

1

Explanation:

Only 1 is occurring more than once in the given array.

Solution 1: Brute Force

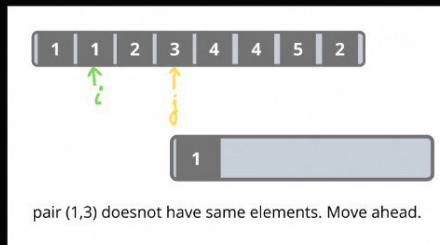
Approach:

The process is as follows:-

- Use an array to store all repeating elements. These elements are not distinct in the array. This is because for every pair of repeating elements it will store elements in the array.
- Start iterating the array. This will pick up an element for which we want to find its duplicates.
- Iterate another nested loop for finding all pairs. Pairs which have both elements are repeating elements and store them in the array created in the initial step.
- Start iterating in the array containing repeating elements.
- If the current element is not equal to the next element in the array then we print the current element. This is to ensure all unique repeating elements.



Dry Run:



pair (1,3) does not have same elements. Move ahead.

Code:

```
C++ Java
public class Main
{
    static void findRepeatingElements(int arr[]) {
        int cnt = 0;
        int[] dup = new int[arr.length];
        for(int i=0;i<arr.length-1;i++) {
            for(int j=i+1;j<arr.length;j++) {
                if(arr[i]==arr[j]) dup[cnt++] = arr[i];
            }
        }
        System.out.print("The repeating elements are: ");
        for(int i=0;i<cnt;i++)
            if(dup[i] != dup[i+1]) System.out.print(dup[i]+" ");
    }
    public static void main(String[] args) {
        int[] arr = {1,1,2,3,4,4,5,2};
        findRepeatingElements(arr);
    }
}
```

Solution 2: Sorting

Approach:

The process is as follows:-



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12



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Without **StringBuilder**:

java Copy Download

```
String reversed = "";
for (int i = str.length() - 1; i
>= 0; i--) {
    reversed += str.charAt(i);
}
System.out.println("Reversed: " +
reversed);
```

4. Fibonacci Series

java Copy Download

```
public class Fibonacci {
    public static void main(String[] args) {
        int n = 10, a = 0, b = 1;
        System.out.print("Fibonac
```

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DeepThink (R1)



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why we use stringbuild...



In Java, `StringBuilder` is used for efficient modification of strings. Unlike `String` objects, which are immutable, `StringBuilder` allows for in-place changes without creating new objects for each modification. This is particularly useful when performing multiple operations on a string, such as appending, inserting, or deleting characters, especially within loops or when handling large strings. Using `StringBuilder` in such scenarios significantly reduces memory overhead and improves performance compared to using `String` concatenation.



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TCP vs UDP

- Connected
 - State Memory
 - Byte Stream
 - Ordered Data Delivery
 - Reliable
 - Error Free
 - Handshake
 - Flow Control
 - Relatively Slow
 - Point to Point
 - Security: SSL/TLS
- Connectionless
 - Stateless
 - Packet/Datagram
 - No Sequence Guarantee
 - Lossy
 - Error Packets Discarded
 - No Handshake
 - No Flow Control
 - Relatively Fast
 - Supports Multicast
 - Security: DTLS



TCP And UDP: An Introduction And Protoc...

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TCP	UDP	Protocol TCP	Protocol UDP
Secure	Unsecure	+ Connection-oriented + Reliable delivery + Ordered data transfer + Flow control + Congestion control + Unicast communication + Typical use cases: - High overhead(20-byte header) - Web browsing(HTML/HTTP/HTTPS) - Email(SMTP, IMAP) - File transfers(FTP)	+ Connectionless + Stateless + Unordered data transfer + No flow control + No congestion control + Supports broadcast/multicast + Typical use cases: - Live streaming - Online gaming - VoIP - DNS queries + Low overhead(8-byte header)
Connection-Oriented	Connectionless		
Slow	Fast		
Guaranteed Transmission	No Guarantee		
Used by Critical Applications	Used by Real-Time Applications		
Packet Reorder Mechanism	No Reorder Mechanism		
Flow Control	No Flow Control		
Advanced Error Checking	Basic Error Checking (Checksum)		
20 Bytes Header	8 Bytes Header		
Acknowledgement Mechanism	No Acknowledgement		
Three-Way Handshake	No Handshake Mechanism		
DNS, HTTPS, FTP, SMTP etc.	DNS, DHCP, TFTP, SNMP etc.		

Metered.ca TURN Servers

Metered Video

TCP Vs UDP Protocol

LinkedIn

TCP versus UDP

TCP	UDP
TCP is a connection oriented protocol	UDP is a connectionless oriented protocol

TCP assure reliable delivery of data to the destination.

UDP does not assure reliable delivery of data to the destination.

Compare and contrast TCP and UDP protocols

TCP	UDP
Sequenced	Unsequenced
Reliable	Unreliable
Connection-oriented	Connectionless
Virtual circuit	Low overhead





tcp udp full form



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Listen

TCP stands for
**Transmission Control
Protocol**, while UDP
stands for User

Datagram Protocol. These are two fundamental protocols used in network communication, operating at the transport layer of the TCP/IP model.

TCP vs UDP

- | | |
|-------------------------|--------------------------|
| • Connected | • Connectionless |
| • State Memory | • Stateless |
| • Byte Stream | • Packet/Datagram |
| • Ordered Data Delivery | • No Sequence Guarantees |
| • Reliable | • Lossy |
| • Error Free | • Error/Packets Discard |
| • Handshake | • No Handshake |
| • Flow Control | • No Flow Control |
| • Relatively Slow | • Relatively Fast |
| • Point to Point | • Supports Multicast |
| • Security: SSL/TLS | • Security: DTLS |

Key Differences:

Connection-Oriented vs. Connectionless:

TCP is connection-oriented, meaning a connection is established before data transmission begins, ensuring reliable delivery and order. UDP is connectionless, sending data directly without a handshake, making it faster but less reliable.



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What is the difference...



- It compares the memory addresses of two objects.
- For primitive data types (e.g., `int`, `char`, `boolean`), it compares the actual values.
- It returns `true` if the operands refer to the same object in memory or have the same primitive value, and `false` otherwise.

`equals()` Method:

- It compares the content or state of two objects.
- It is a method inherited from the `Object` class and can be overridden in custom classes to define specific equality logic.
- The default implementation in the `Object` class behaves the same as `==`, but classes like `String`, `Integer`, and other wrapper classes override it to compare the actual values.



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sdlc in software engin...



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The full form of SDLC in software engineering is **Software Development Life Cycle**. It is a structured process used to design, develop, test, and deploy software. SDLC provides a framework for managing the entire software development process from initiation to deployment and maintenance.



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Scaler



X

SCALER
Topics

Super key

Roll No: Name
101 Rahul



What is a Super Key in DBMS| Scaler Topics

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Scaler

What is a Super Key in ...

Super Key 1		Super Key 2	
Roll No.	Name	Mobile No.	Age
1	Anoop	9873xxxx	21
2	Anurag	9874xxxx	22
3	Ganesh	9560xxxx	23

Minigranth

Keys In DBMS | DBMS Tu...

Super Key

	Super Key	Super Key	Super Key
	Roll No.	Name	Age
1	Aryan	21	9491901521
2	Sachin	25	870904365
3	Prince	20	784600652
4	Anuj	21	9876534523

Medium

7 keys in DBMS | by Kau...



iHola, Mundo! – E|스토리

key



```
SQL> select * from grades;
S ROLL_NUMBER FIRST_NAME LAST_NAME
```



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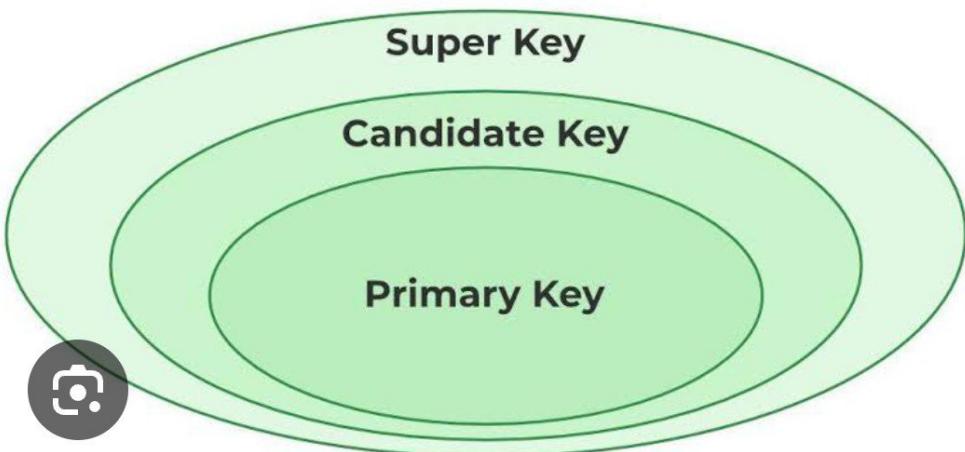
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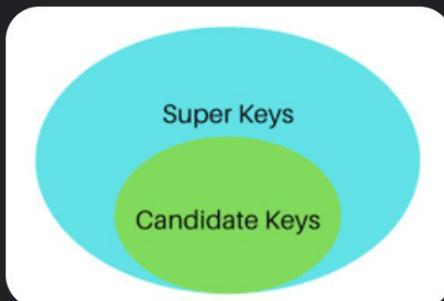
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Super Key in DBMS | GeeksforGeeks

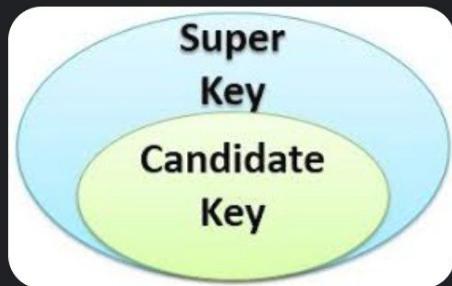
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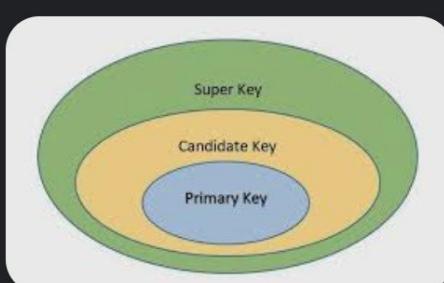
Naukri.com

what is Super Keys in D...



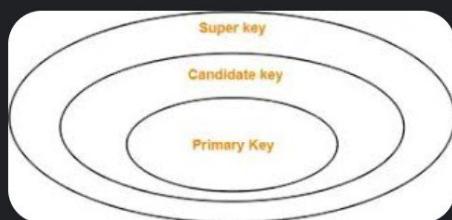
Tech Differences

Difference Between Su...



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Types Of Keys In DBMS....



Gate Vidyalay

How to Find Super Key ...





give me examples of t...



its previous state. [🔗](#)

3. SAVEPOINT:

- **Purpose:** Creates a named point within a transaction, allowing you to roll back to a specific point rather than the entire transaction.
- **Syntax:** `SAVEPOINT savepoint_name;`
- **Example:** [🔗](#)

Code



```
SAVEPOINT before_update;  
UPDATE Student SET DOB = '2005-03  
ROLLBACK TO before_update;
```

This example first creates a savepoint named `before_update`, then performs an update. The `ROLLBACK TO before_update` command would then revert the changes back to



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permanently to the database. ↗

2. ROLLBACK:

- **Purpose:** Reverts all changes made during the current transaction back to the state before the transaction began.
- **Syntax:** ROLLBACK;
- **Example:** ↗

Code



```
TE Student SET DOB = '2005-03-27'  
BACK;
```

This example updates the Student table, but then the ROLLBACK command undoes the update, reverting the database to its previous state. ↗

3. SAVEPOINT:

- **Purpose:** Creates a named point within a transaction, allowing you to





give me examples of t...



command with examples:

1. COMMIT:

- **Purpose:** Permanently saves all changes made during the current transaction.
- **Syntax:** COMMIT ;
- **Example:** [🔗](#)

Code



```
UPDATE Student SET DOB = '2005-03-  
COMMIT;
```

This example updates the Student table, setting the DOB for the student named 'Joey', and then saves these changes permanently to the database. [🔗](#)

2. ROLLBACK:

- **Purpose:** Reverts all changes made during the current transaction back to the state before the transaction





give me examples of t...



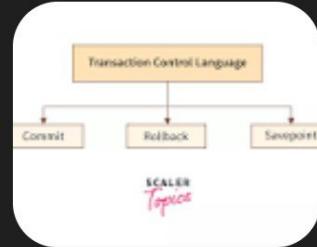
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Listen

TCL, or Transaction Control Language, in SQL provides commands for managing transactions. The key TCL commands are **COMMIT**, **ROLLBACK**, and **SAVEPOINT**. These commands ensure data consistency and integrity by allowing you to control the permanence of changes made during a transaction.



Here's a breakdown of each command with examples:

1. COMMIT:

- **Purpose:** Permanently saves all changes made during the current transaction.
- **Syntax:** `COMMIT ;`
- **Example:** [🔗](#)



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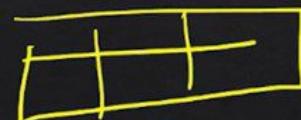


Q) Delete
Delete from
student where
 $id = 2;$

How del

Truncate
Truncate table
student ;

whole



drop
drop
table
student ;

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- Key Terms : To understand key terms and build confidence in describing them

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Important SQL Questions Asked repeatedly

Q1: What is DBMS?

DBMS → Relational
DBMS → Non-Relational → data store

A: DBMS (Database Management System) is software used to store, manage, and retrieve data efficiently. Examples include MySQL, Oracle, and SQL Server.

SQL →

DB
commute

=
MongoDB

Software



Q8: Given an Employees table with emp_id, name, salary, and department_id, write a query to find the average salary for each department.

group by

=
dep_id

avg()

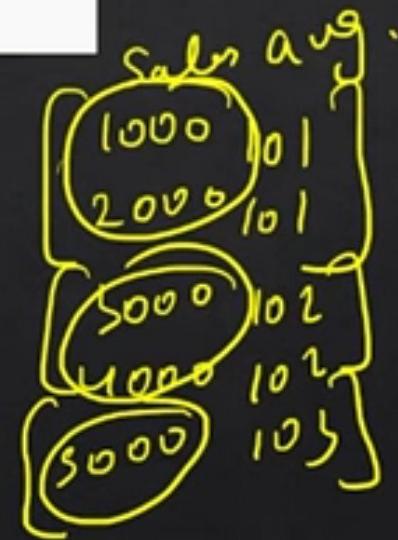
Table: Employees

emp_id	name	salary	department_id
1	Alice	5000	101
2	Bob	6000	101
3	Charlie	7000	102
4	Dave	4000	102
5	Eve	5500	103



```
SELECT department_id, AVG(salary) AS AverageSalary  
FROM Employees  
GROUP BY department_id;
```

Select avg(salary), dep_id
from Emp
group by dep_id;





Bob Alix

Join

```
SELECT E1.emp_id, E1.name AS EmployeeName, E2.name AS ManagerName  
FROM Employees E1  
LEFT JOIN Employees E2 ON E1.manager_id = E2.emp_id;
```

E1 (emp)

id	name	mid
2	Bob	1

E2 (mgr)

id	name	mid
1		Alix null

Select e1.id, e1.name, e2.name from
employee e1 leftJoin employee e2
where e1.mngid = e2.empid;



Q7.) Given an Employees table with emp_id, name, manager_id, and salary, write a query to print each employee's emp_id, name, and their manager's name.

PK

FK

emp_id	name	manager_id	salary
1	Alice	NULL	5000
2	Bob	1	6000
3	Charlie	1	7000
4	Dave	2	4000
5	Eve	2	5500

The diagram illustrates the self-referencing relationship in the Employees table. It shows two rows from the table: Bob (emp_id 2) and Alice (emp_id 1). A green arrow points from Bob's emp_id (2) to his manager_id (1), which is circled in green. Another green arrow points from Alice's emp_id (1) to her manager_id (NULL). A red curved arrow at the bottom indicates a self-referencing loop between the emp_id and manager_id columns.

selfReferencing
id, name, manager_id
2 Bob Alice



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```
GRANT SELECT, INSERT ON Employees TO Alice;
```

table

user

update

```
REVOKE privilege_type ON object FROM user;
```

insert on emp from allU;

 « PreviousNext » 

The SQL LIKE Operator

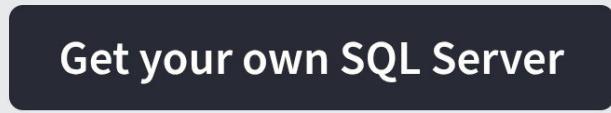
The **LIKE** operator is used in a **WHERE** clause to search for a specified pattern in a column.

There are two wildcards often used in conjunction with the **LIKE** operator:

- The percent sign **%** represents zero, one, or multiple characters
- The underscore sign **_** represents one, single character

You will learn more about wildcards in the next chapter.

Example

 Get your own SQL Server

Select all customers that starts with the letter “a”:

```
SELECT * FROM Customers  
WHERE CustomerName LIKE 'a%';
```

 Try it Yourself »



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what is alias in dbms



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dbms এ উপনাম কি?



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বা

En



Listen

In the context of database management systems (DBMS), an alias is **a temporary name assigned to a table or column to make SQL queries more readable and maintainable**. It's like giving something a nickname within the specific query, without changing its actual name in the database.



Elaboration:



Home



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Activity



Notifications



Q6. What are DCL Commands (Data Control Language)

DCL (**Data Control Language**) is a subset of SQL that deals with the permissions and access control to the database. It primarily focuses on controlling who has access to the data and what actions they can perform.

The two main DCL commands are:

1.GRANT =

2.REVOKE =

Ex → company DB
→ **Select** → **Off**



#

Q5. Find 2nd highest salary from given table ?

select
max(salary)
from Employee
where
salary <

EmployeeID	Name	Salary
1	Alice	5000
2	Bob	6000
3	Charlie	7000
4	Dave	8000
5	Eve	9000

2nd

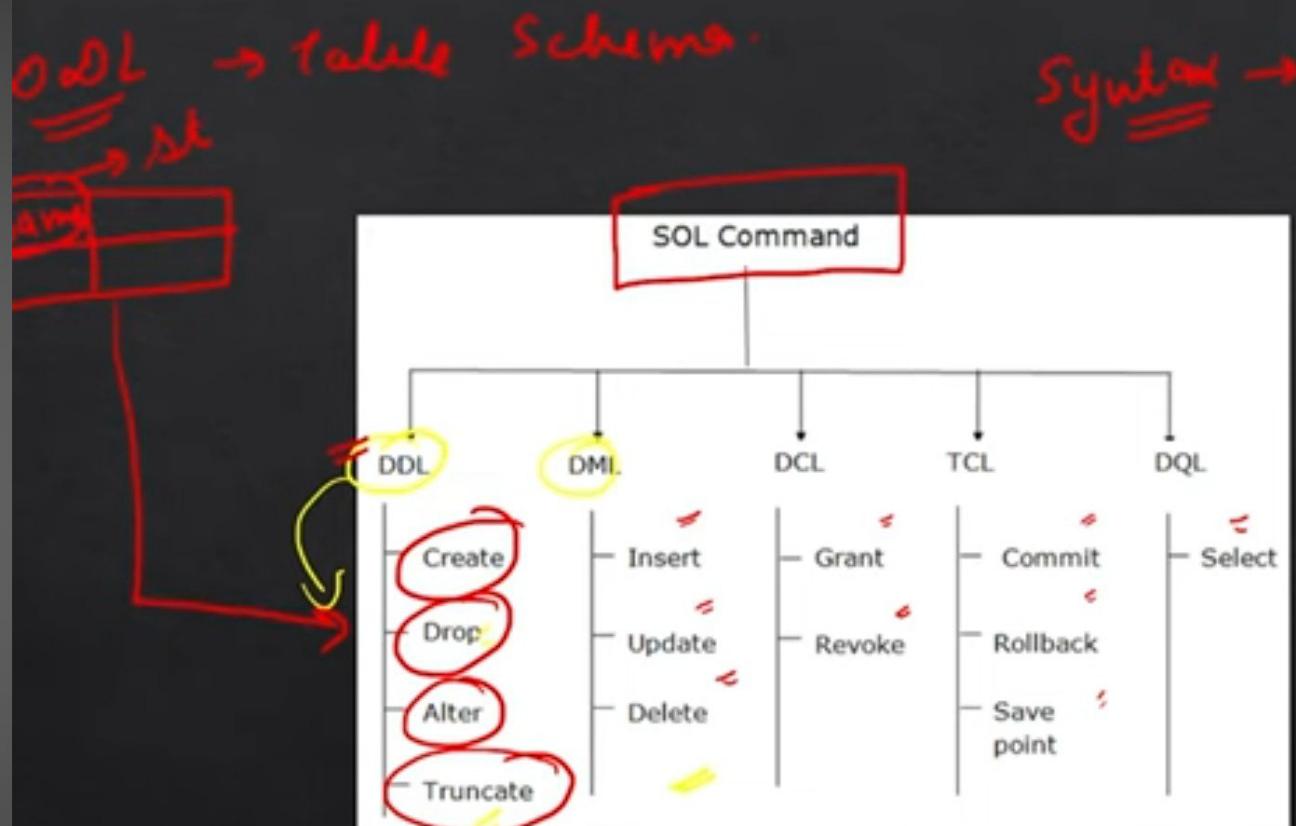
1st

(select max(salary) from Employee); → 9000

9000 ↑



Campusmonk





Q) Delete SQL
Delete from ↓
student ; when
id = 2 ; Rollback

Now del

SQL Truncate
auto commit
Truncate table
student ;
X

What

drop
drop
table
student ;
X

Any questions

HR Interview Questions

 Note: Some candidates can be rejected post-TR+MR and didn't get an HR round.

Those who reached HR were asked:

- Okay with relocation
- Ready to join in 6 months
- Any other offer
- Thanks !

This round was friendly and conversational but still judged personality and intent.

Key Takeaways & Tips from the Candidate

1. Practice Your Responses and Body Language – Prepare answers for common interview questions, especially behavioral ones that ask about past experiences. Maintain good posture, make eye contact, and use confident yet natural gestures to convey enthusiasm and professionalism

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Contest



The candidate was first called for a combined **Technical + Managerial Round**. Here's what was asked:

- Introduction ✓
- Your preferred language(as I have mentioned C++, Java, JavaScript)
- Write a code to find factorial of the number (Approach recursive)
- C++ VS Java
- JavaScript closure
- How to include javascript in code
- C++ Static keyword
- Why do you like c++?
- Explain project
- Any challenges
- If you want user to keep logged in after closing the browser , how will you do that.
- Any questions

Any questions

HR Interview Questions

⚠ Note: Some candidates can be rejected post-TR+MR and didn't get an HR round.

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Selection Process



TCS Ninja Interview Experience 2025

Job placement services

May 21, 2025

20 May 2025

Interview Day Overview

- Location: Tamilnadu

- Process Flow:

- ✓ Document Submission
- ✓ Token Allocation
- ✓ Wait Time (120 minutes)
- ✓ TR + MR Round (20 mins)
- ✓ Wait Time (~1 hours)
- ✓ HR Round (5 mins)

get your

Technical + Managerial (TR+MR) Interview Questions

The candidate was first called for a combined **Technical + Managerial Round**. Here's what was asked:

- Introduction

100%

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Panelist:- 3 Members
TR , MR , HR

Q1. Tell me about Yourself?
Next Important Point: - RESUME

I mention Python and
in subject DBMS & OOPS in my Resume so the
next questions from python and related to
OOPS, dbms itself

MR Round:-
1. Explain your project?
2. My project on Devops so many questions
from DevOps
3. Basic questions related to Project
4. Are you a Team leader?
5. Internships Related Questions

Technical Round Questions

1. Difference b/w python and C++?
2. Why python Is popular?
3. Can you know the logic of palindrome? → Coding
4. What is NumPy?
5. Pillars of OOPS?
6. What is normalization
7. Explain all forms
8. What Is NO SQL ?

TCS Ninja Interview Questions

Finished with Technical Round

HR Questions:-

1. Why do you want to join TCS?
2. How was your NQT Exam Experience?
3. Reallocation , Shifts bond related Questions

N
P
D
Hacker rank
Coding
SQL
array

TCS INTERVIEW PREPARATION

26°C Haze

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TCS INTERVIEW PREPARATION

- ✓ **Resume**
- ✓ **Tell me About yourself** ↗ *Name*
- **Skill-Set (Technical)**
- **Projects, Internship, Certifications** ↗ *Non Branch*
- **Exam Experience, HR, MR Round Questions**
- **Trending Tech Knowledge**
- **Situation Based Questions, Puzzles Based Questions**
- **Confidence**

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TCS HR INTERVIEW PROCESS

HR Interview

HR Interview :

- Tell me something about yourself?
- Why should I hire you in TCS?
- Are you willing to change your domain? If yes, why?
- Are you willing to relocate if required?
- Strengths & Weakness?
- Are you a team player?
- Tell me something about the recent trends In IT Industry.
- Why do you want to join TCS?

Rain coming
3:18 am

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ENG IN

03:13
15-05-2025

TCS INTERVIEW PREPARATION

OL
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The image shows a screenshot of a Microsoft Edge browser window. The title bar indicates the file is a PDF titled "tcs nqt interview prep.pdf" located at "C:/Users/monik/Downloads". The browser interface includes standard controls like back, forward, search, and zoom. The main content is a presentation slide with a dark blue header and footer. The header reads "TCS HR INTERVIEW PROCESS" and the footer reads "TCS INTERVIEW PREPARATION". The central content area has a yellow header "HR Interview" and a list of interview questions under the heading "HR Interview :". The questions listed are: "Tell me something about yourself?", "Why should I hire you in TCS?", "Are you willing to change your domain? If yes, why?", "Are you willing to relocate if required?", "Strengths & Weakness?", "Are you a team player?", "Tell me something about the recent trends In IT Industry.", and "Why do you want to join TCS?". The slide has a light blue geometric background. The bottom of the slide shows a taskbar with various icons and system status information like battery level, signal strength, and date/time.

*tcs nqt interview prep.pdf

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TCS MR INTERVIEW PROCESS

Managerial Interview

MR Interview:

- Situation Based Questions
- Projects Based Questions
- Puzzle Based Questions

What's your response when you're unable to meet a deadline or submit quality work in the given timeframe?

How will you react to last-minute changes to technical assignments you spend weeks completing?

Role Tr
deet on

Algorithm

Code

Real Up & We

Rain coming 3:38 am

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TCS Interview Preparation Course with 1:1 Mock Interview, Link in Description

HR INTERVIEW PREPARATION

- a) Tell me about yourself?
- b) What are your strengths?
- c) What are your weaknesses?
- d) What do you do in your free time? OR What are your hobbies?
- e) Where do you see yourself 5 years / 15 years from now?
- f) What is your short term / long term goal?
- g) Any questions that you want to ask from us?
- h) Why do you want to join our company and not other similar companies?
- i) Are you willing to relocate?
- j) What will you do if you get a higher package offer from some other company,
you leave our company?
- k) Is this your first interview?

Contact Us: 8000121313



KG