**TnP Question Bank for the forthcoming batches** (upload at – bit.ly/QuesBank18)

You are requested to mention the following details in the best possible manner for the junior batches to have an upper hand during their placements. Pls feel free to add any other sections that you deem fit.

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**Contact No. -** 7565033339 **Company’s Name and Profile** - Infosys

**Technical Questions** (Mention below all the technical questions asked during the interview and coding/technical round):

Q.1 Explain OOPS and its concepts.

OOPS stands for Object Oriented Programming and it is based upon four concepts:

1. Encapsulation: Encapsulation is one of the fundamental concepts in object-oriented programming (OOP). It describes the idea of wrapping data and the methods that work on data within one unit, e.g., a class in Java. This concept is often used to hide the internal state representation of an object from the outside.
2. Inheritance: Inheritance is the ability of one class to inherit capabilities or properties of another class, called the parent class. When we write a class, we inherit properties from other classes. So, when we create a class, we do not need to write all the properties and functions again and again, as these can be inherited from another class which possesses it. Inheritance allows the user to reuse the code whenever possible and reduce its redundancy.
3. Polymorphism: Polymorphism is the ability for data to be processed in more than one form. It allows the performance of the same task in various ways. It consists of method overloading and method overriding, i.e., writing the method once and performing a number of tasks using the same method name.
4. Abstraction: Abstraction refers to the act of representing important and special features without including the background details or explanation about that feature. Data abstraction simplifies database design.

Q.2 Tell me about your minor projects and internship?

A brief about my minor projects and internship.

Q 3. What are promise in JavaScript?

A promise is an object that may produce a single value sometime in the future: either a resolved value, or a reason that it’s not resolved (e.g., a network error occurred). A promise may be in one of 3 possible states: fulfilled, rejected, or pending. Promise users can attach callbacks to handle the fulfilled value or the reason for rejection. Promises are eager, meaning that a promise will start doing whatever task you give it as soon as the promise constructor is invoked. If you need lazy, check out observables or tasks.

**HR Questions** (Mention below all the HR/Non-technical questions asked during the interview):

Q 1. Tell me about yourself?

Personal Question

Q 2. Who’s the CEO of Infosys?

Sahil S. Parik

Q 3. Where is the headquarter of Infosys located?

Bengaluru, Karnataka, India

**GD/ JAM Topic:**

Any other tips for juniors: