

## **Question 1**

Graphs: Which traversal naturally finds the shortest path in an **unweighted** graph?

- A)** BFS
- B)** DFS
- C)** Dijkstra
- D)** Topological sort

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**Solution**

**Correct option:** A

## Question 2

Big-O: Checking if an array of size  $n$  contains any duplicate using a HashSet.

- A)**  $O(n \log n)$  time,  $O(1)$  space
- B)**  $O(n^2)$  time,  $O(1)$  space
- C)**  $O(n)$  time,  $O(n)$  space
- D)**  $O(\log n)$  time,  $O(n)$  space

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**Solution**

**Correct option:** C

## Question 3

Sorting: Which sorting algorithm is **stable** in its standard form?

- A) Heap sort
- B) Selection sort
- C) Quick sort
- D) Merge sort

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**Solution**

**Correct option:** D

## Question 4

Binary search: What must be true to use classic binary search on an array?

- A)** Array must have unique elements
- B)** Array must be sorted/monotonic by key
- C)** Array must have only positive numbers
- D)** Array must have even length

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**Solution**

**Correct option:** B

## Question 5

Best pattern for “pair sum = target” on a **sorted** array.

- A)** Two pointers (left/right)
- B)** Sliding window
- C)** Heap
- D)** DFS

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**Solution**

**Correct option:** A

## Question 6

Sliding window: Which is the key condition that makes sliding window work well?

- A) Input must be sorted
- B) Graph must be acyclic
- C) Problem is about a **contiguous** subarray/substring
- D) Values must be unique

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Solution

Correct option: C

## Question 7

String building in loops: Which is typically better for repeated appends in a loop?

- A)** String with +
- B)** charAt() on a String
- C)** StringTokenizer
- D)** StringBuilder

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## **Solution**

**Correct option:** D

## Question 8

Complexity: Two nested loops each running n times, but the inner loop breaks after 1 iteration always.

- A)**  $O(n^2)$
- B)**  $O(n)$
- C)**  $O(n \log n)$
- D)**  $O(1)$

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**Solution**

**Correct option:** B

## **Question 9**

Recursion: The most common reason recursion causes stack overflow is:

- A)** Missing/incorrect base case
- B)** Using arrays
- C)** Too many parameters
- D)** Using global variables

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## **Solution**

**Correct option:** A

## Question 10

Backtracking: In “choose → explore → unchoose”, what does “unchoose” usually mean?

- A)** Sorting the array
- B)** Returning the final answer immediately
- C)** Removing last choice / undoing state
- D)** Marking visited as true

## **Question 10**

Backtracking: In “choose → explore → unchoose”, what does “unchoose” usually mean?

- A)** Sorting the array
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- C)** Removing last choice / undoing state
- D)** Marking visited as true

**Solution**

**Correct option:** C

## Question 11

Memoization: What problem symptom most strongly signals memoization will help?

- A)** Input is already sorted
- B)** All elements are unique
- C)** Always one pass
- D)** Same state recomputed many times (overlapping subproblems)

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**Solution**

**Correct option:** D

## **Question 12**

Linked list: Best approach to find the middle node in one pass.

- A)** Hashing
- B)** Fast & slow pointers
- C)** Sorting
- D)** Stack

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**Solution**

**Correct option:** B

## Question 13

Linked list reversal (iterative): At each step, you primarily rewire:

- A)** current.next
- B)** head.next
- C)** tail.next
- D)** current.prev

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**Solution**

**Correct option:** A

## Question 14

Cycle detection

: If slow and fast pointers meet, the linked list:

- A)** Has duplicates
- B)** Is sorted
- C)** Has a cycle
- D)** Has odd length

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: If slow and fast pointers meet, the linked list:

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**Solution**

**Correct option: C**

## **Question 15**

Stack: Classic use case.

- A)** Level order traversal
- B)** BFS shortest path in an unweighted graph
- C)** Topological sorting
- D)** Valid parentheses / matching brackets

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**Solution**

**Correct option:** D

## **Question 16**

Queue/Deque in Java: A common choice for queue operations

:

- A)** Deque (e.g., ArrayDeque)
- B)** HashSet
- C)** TreeMap
- D)** ArrayList

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- D)** ArrayList

**Solution**

**Correct option:** A

## **Question 17**

Hashing: Why is a HashMap commonly used in “Two Sum”?

- A)** Maintains sorted order
- B)** Average  $O(1)$  lookup for complement
- C)** Uses recursion internally
- D)** Guarantees no collisions

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- C)** Uses recursion internally
- D)** Guarantees no collisions

**Solution**

**Correct option:** B

## **Question 18**

Hashing: For grouping anagrams, the most common key is:

- A)** String length only
- B)** First character
- C)** Sorted characters (or a frequency signature)
- D)** Original string

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**Solution**

**Correct option: C**

## **Question 19**

Trees: Which traversal visits nodes in “Root, Left, Right”?

- A)** Inorder (Left, Root, Right)
- B)** Postorder (Left, Right, Root)
- C)** Level order
- D)** Preorder (Root, Left, Right)

## **Question 19**

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- A) Inorder (Left, Root, Right)**
- B) Postorder (Left, Right, Root)**
- C) Level order**
- D) Preorder (Root, Left, Right)**

**Solution**

**Correct option:** D

## **Question 20**

Trees: Level-order traversal uses:

- A) Queue**
- B) Stack**
- C) PriorityQueue**
- D) Set**

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**Solution**

**Correct option: A**

## Question 21

Tree height: If height is defined as the number of **edges** on the longest root→leaf path, height of a single-node tree is:

- A) 1
- B) 0
- C) n
- D) Depends on BFS/DFS

## **Question 21**

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- A)** 1
- B)** 0
- C)** n
- D)** Depends on BFS/DFS

**Solution**

**Correct option:** B

## Question 22

BST: Key property is:

- A)** All leaves at the same depth
- B)** Always balanced
- C)** Left subtree values < node < right subtree values
- D)** Each node has at most one child

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- C)** Left subtree values < node < right subtree values
- D)** Each node has at most one child

**Solution**

**Correct option: C**

## **Question 23**

BST validation: A common correct strategy is:

- A)** Check only parent vs child values
- B)** Level order should be increasing
- C)** Postorder should be increasing
- D)** Inorder strictly increasing (or track min/max range)

## **Question 23**

BST validation: A common correct strategy is:

- A)** Check only parent vs child values
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- D)** Inorder strictly increasing (or track min/max range)

**Solution**

**Correct option:** D

## Question 24

Heap: In a max-heap, which is always true?

- A)** Parent  $\geq$  children
- B)** Left child  $\geq$  right child always
- C)** Array must be sorted
- D)** Parent  $\leq$  children

## **Question 24**

Heap: In a max-heap, which is always true?

- A)** Parent  $\geq$  children
- B)** Left child  $\geq$  right child always
- C)** Array must be sorted
- D)** Parent  $\leq$  children

**Solution**

**Correct option:** A

## **Question 25**

Top K frequent elements: Most common combo is:

- A) Stack + Queue**
- B) HashMap + PriorityQueue**
- C) Bubble sort + Binary search**
- D) DFS only**

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Top K frequent elements: Most common combo is:

- A) Stack + Queue**
- B) HashMap + PriorityQueue**
- C) Bubble sort + Binary search**
- D) DFS only**

**Solution**

**Correct option:** B

## **Question 26**

Topological sorting is only possible if the directed graph is:

- A)** Complete
- B)** Connected
- C)** A DAG (no directed cycles)
- D)** Weighted

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- A)** Complete
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**Solution**

**Correct option: C**

## Question 27

Time complexity: Average time for quicksort (typical implementation) is:

- A)**  $O(n)$
- B)**  $O(\log n)$
- C)**  $O(n^2)$
- D)**  $O(n \log n)$

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Time complexity: Average time for quicksort (typical implementation) is:

- A)**  $O(n)$
- B)**  $O(\log n)$
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- D)**  $O(n \log n)$

**Solution**

**Correct option:** D