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Job Interviews

## Facebook Android On-site

A

Anonymous

Sep 4

I am interviewing at FB on-site via Android Pipeline. I'd like to know from (preferably an Android Engineer at FB who also interviews others) or someone who has interviewed there before for E5/E6 roles as Android Engineer.

Interview

Facebook

Android

### Questions

1. 2 Coding Interviews: Please tell me real Android-related questions that have been asked in these sessions?

50 words minimum.

2. 2 Design Interviews: Please tell me real design questions that were asked in these sessions? Is the design here limited to the Android System? If so, which components, libs or APIs do you recommend the candidate definitely brush up on be aware of?

50 words minimum.

### 1 Answer

U

uoinigh Facebook

Sep 8

+ Ask

1. 2 Coding Interviews: Please tell me real Android-related questions that have been asked in these sessions?

The coding questions were pretty easy. Data structures, coding, algorithms, architecture and the culture interview. Tries, tree traversal, etc. They asked a bit about asynchronous programming on Android. All coding interviews should be generic java interview, unless you're interviewing for Android UI position.

Think about writing code for unit testing, things like sync across multiple devices, the activity lifecycle, how you download and store data, when data should be push vs pull, device resources and constraints, app versioning/config changes, etc.

2. 2 Design Interviews: Please tell me real design questions that were asked in these sessions? Is the design here limited to the Android System? If so, which components, libs or APIs do you recommend the candidate definitely brush up on be aware of?

you need to just refresh your android concepts and try designing facebook products by yourself  
example:

How do you design messenger or instagram? Discuss mobile architecture and data flow.

Also,

How people are designing apps and then thinking about apps ex. a newsfeed, photo album, notepad, etc.

more examples:

1. service API design and

2. the client-service relationship.

3. writing custom draw calls

and you are also expected to know how backend works, how do you scale an app etc.

**A** Anonymous ★★★★★

Thanks for the guidance. If only you had given a few real problems presented in interviews, it would have been awesome but even without the answers are super helpful. Thanks!

Find the answers you need by posting a project

+ Ask Questions



