**Inteview**

- Analytic Skill

- Puzzle solving

- Geometry

- Finding the distance between 2 lines given their vector equations.

- Finding the distance of a point from a plane in 3D.

- Techical Skill

- C/C++

- Pointer

- Null pointer and its use / void pointer

- how to we make a function type safe.

- Dangling Pointer

- Diff b/w array and pointer

- Diff b/w reference & pointer

- Memory management

- what is static memory allocation & dynamic memory allocation

- What is calloc, alloc & realloc.

- What is the difference b/w calloc & alloc

- Static keyword

- What is static variable

- Use of static variable

- example

- File handling

- Logical Gate and use

- convert\_to\_binary

- Call by value & call by reference

- Recursion

- GCD

- Function pointer

- go to & jump statement

- OOP

- Design  
 - Problem solving

- In a given matrix find 0 and rplace the row & column by 0.

- write a program which convert a int value to its binary representation.

- GCD using recursion

- C++

- Why we use const in copy constructor.

- Why we are not using pointer instead of reference in copy constructor.

- virtual mechanism/vtable explain.

- Decision making

- Refactoring a code segment

- Design a problem/project.

- Do you think, is it possible to make a ‘vector’ like container in c. If yes, how do you design it and what are the things you consider during implement of it.

- Design a class/interface which provide facility to draw any geometrical elements using openGL.

- Design a “Smart Pointer”.

* Basic C/C++
* Const
* Pointer & reference
* Basic C++
* Class
* Ctor
* Copy ctor
* Dtor
* Static member & function
* Type casting
* Virtual
* Free & delete
* Exception Handling
* Threading
* DLLs
* OOPA
* Design Pattern