

Amdocs Interview Experience

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❖ Round 1 (Online Assessment)

- Aptitude and Quantitative Reasoning
 - Questions were of easy to moderate level.
 - You need to be fast enough to complete all questions in time.
- Verbal Reasoning
 - Questions were easy.
 - Multiple questions have the same passage.
 - Think properly before answering.
 - Don't read entire passages. Just scan them for the relevant lines.
- Computer Science Fundamentals (MCQs)
 - Questions were easy.
 - Practice code / output, missing statement questions.
 - Study OS and DBMS properly.
- Programming Questions
 - Two very easy questions, one moderate (binary tree) question.
 - Solving any two will get you through, provided you perform well in the other sections.
- C++ / Java MCQs (Either one or the other)
 - Questions were easy.
 - Practice code / output, missing statement questions.
 - Be through with your language.

This round was of 2 hours, conducted on the HirePro platform. **The thing about HirePro is your PC should meet some minimum specifications. So, before the test, check your machine's compatibility (compatibility check link will be given in test link mail). If your PC does not turn out to be compatible, arrange for another machine.**

❖ Round 2 (Psychometric Assessment)

- Basic Behavioral Questions
 - Apparently a non – elimination round.
 - Just tests your character and personality.

❖ Round 3 (Technical Interview)

- Tell me about yourself.
 - Prepare a good introduction. It matters.
- Tell me about StarFleet (2D Space Shooter)
 - First project listed on my resume. Order your projects properly.
 - Know your projects properly. The Interviewer might ask in – depth questions.
- What languages and technologies / frameworks / libraries did you use for the project.
- Tell me about the gameplay architecture & UI architecture of the video game.
- Most of your projects are related to game development and physics engines, which is something not many people work on. What got you interested in this domain.

- What difficulties did you face while you were working on these projects.
 - Video games are generally more complex than typical application software. It took a lot of time to build the game and the physics engines. The most difficult thing was working on all sections of the projects (gameplay, graphics, UI, etc.) alone.
- Write a program to find the maximum of 10 numbers.
- Now, modify the code so that it works for any number of inputs.
 - Learn how to take unbounded inputs using while loop and cin.peek() in C++ (not sure about Java).
- Write a program to sort the given numbers.
 - You can't use STL sort() function for these kinds of questions.
 - Choose a sorting algorithm (preferably merge, heap or quick sort) and write the code for the algorithm.
 - Please don't choose selection, bubble or insertion sort.
- Do you know SQL (The interviewer did not ask anything else from SQL)
- How would you feel if you are put in support projects.
 - Tricky question. Think before you answer.
- Would if you open to travel.
 - Say you are indifferent towards travel. Worked for me.
- Would you be willing to work in shifts.
- If your manager asks you to work on Sundays, would you do it.
 - Again, tricky question. Think before you answer.

Stay calm, and with a little bit of luck, you will get a chilled – out interviewer, who won't grill you too much. Even if you get a grumpy interviewer, don't worry. Amdocs interviews are generally easier than other companies offering the same package.

❖ Round 4 (HR Interview)

- Tell me about yourself.
- Why do you want to work for Amdocs.
 - Prepare a good response for this question.
 - Say Amdocs is a monopoly in the telecommunications industry, despite not advertising much about itself.
- Tell me your C.G.P.A.s / Percentages, starting from the 10th standard.

The interviews were also conducted on the HirePro platform. **So, check your PC's compatibility beforehand and prepare accordingly.**

Verdict: Selected.