```
Process of Interviews
1st Round - DSA coding Round + MCQ's (500 Students)
                   (2 Problems)
       (Amazon,
          Crogle, facebook (Easy-Moderate)
        Data Sciena -> Dataframe
            L) fractal
                            4 Train model
                              l' claufication
Regression
            Tier 3) > 80% L, Submit
      ( Tier 2 or
and Round -
              DSA (Technical Aspects)
 (45 mins)
                4 fundamentals -> courses
               Interview Questions
                    Gery - Medium - Hard
    85-90%
                    4 reetcode
                          Lary + Medium System
                                           Delign
                                       End to End
3rd Round -
                  DSA Quertions
                                             Pipeline
                   Baile Data science Industry
                                            Projects
 4th Round - Projects - fundamentals
                         , Real time Projects
```

Round -> Behavioral Round 5th 6th Round - HR Round 1) Google $\rightarrow \frac{eary}{(x_1,y_1)} = (1,6) \rightarrow P_1$ $\frac{(x_2,y_3)}{(x_3,y_3)} = (1,9) \rightarrow P_3$ /→ Exception 个 collinear or mot?? $\frac{y_2 - y_1}{x_2 - x_1} = \frac{y_3 - y_2}{x_3 - x_2}$ $\frac{-x_1}{x_3 - x_2}$ $(y_2 - y_1) + (x_3 - x_2) = (x_2 - x_1) + (y_3 - y_2)$ Approach-2 - area of A collinear - frea of triangle = 0 $abea = \frac{1}{2}(x_1 * (y_2 - y_3) + x_2 * (y_3 - y_1) + x_3 * (y_1 - y_2))$ if area = = 0: Print ('Yer!) else. Point ('No')

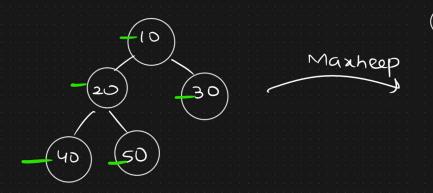
featured Products

(x,y)
(Points, Distance from
Origin)

2) Pop K-timer

Euclidean's Distance

$$(x_2-x_1)^2+(y_2-y_1)^2$$



K+h clement

Maxheep &

Minheep

(x2)y2)

Personal Boarding

Binary vs Terrary search

Noted