



# Google SDE Sheet: Interview Questions and Answers

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Google is an American multinational technology company specializing in search engine technology, online advertising, cloud computing, computer software, quantum computing, e-commerce, and artificial intelligence. It is a dream of many people to work for Google. This sheet will assist you to land a job at Google, we have compiled all the interview questions and answers.



*Google SDE Sheet*

For top companies like Google, one must have solid Data Structure concepts, good communication skills, and an analytical mindset. Steps to follow to get a chance at Google are:

assessment. Here's an overview of the online assessment:

Number of questions: 2 questions

Time allowed: 90 minutes

Topics: typical algorithm/data structure questions

- **Technical Phone Screen:** (30-60 minutes) Google's interview process begins with a technical phone interview for experienced software engineers. During this stage, tech leads conduct interviews via Google Meet or Hangouts.
- **Onsite:** Onsite is the last stop. On average, 4 to 6 rounds should be finished in a day. Each round should take around 45 minutes and include questions on both system design and code. Interviewees note that more coding is done than system design, and expectations change depending on your skill level.
- **Behavioral Skills(Googleyness):** As part of its hiring process, Google wants to determine whether a potential employee has "Googleyness", a value that the company uses to describe those who are culturally fit.

## Google SDE Roadmap

- [Computer Science Concepts](#)
- [Data Structure & Algorithms](#)
  - [Arrays](#)
  - [Strings](#)
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  - [Stack & Queue](#)
  - [Searching](#)
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### Why this sheet?

Google coding interviews can be a tough nut to crack. The questions in

questions asked in Google Interviews so far. Questions in this sheet are grouped topic-wise and cover all major DSA topics that have weightage in Google interviews.

**Computer Science Concepts:** Google focuses on the following Computer Science Subjects in their interviews:

- [Operating System](#)
- [Computer Networks](#)
- [OOPS](#)

### **Data Structure & Algorithms**

[Array](#): An array is a collection of items stored at contiguous memory locations. The idea is to store multiple items of the same type together.

Articles	Practice
<a href="#">Wave Array</a>	<a href="#">Solve</a>
<a href="#">Subarray with given sum</a>	<a href="#">Solve</a>
<a href="#">Majority Element</a>	<a href="#">Solve</a>
<a href="#">Peak element</a>	<a href="#">Solve</a>
<a href="#">Three Sum Closest</a>	<a href="#">Solve</a>
<a href="#">Number of subarrays having sum exactly equal to k</a>	<a href="#">Solve</a>
<a href="#">Kadane's Algorithm</a>	<a href="#">Solve</a>
<a href="#">Find the element that appears once</a>	<a href="#">Solve</a>
<a href="#">Find the minimum element in a sorted and rotated array</a>	<a href="#">Solve</a>
<a href="#">Search a Word in a 2D Grid of characters</a>	<a href="#">Solve</a>
<a href="#">Max sum of M non-overlapping subarrays of size K</a>	Solve
<a href="#">Find Surpasser Count of each element in array</a>	<a href="#">Solve</a>
<a href="#">Smallest Absolute Difference</a>	<a href="#">Solve</a>
<a href="#">Sum of bit differences among all pairs</a>	<a href="#">Solve</a>
<a href="#">Count More than n/k Occurrences</a>	<a href="#">Solve</a>
<a href="#">Capacity To Ship Packages Within D Days</a>	<a href="#">Solve</a>

special character '\0'.

Articles	Practice
<a href="#">Valid Expression</a>	<a href="#">Solve</a>
<a href="#">Multiply Large Numbers represented as Strings</a>	<a href="#">Solve</a>
<a href="#">Minimum indexed character</a>	<a href="#">Solve</a>
<a href="#">Find Maximum number possible by doing at-most K swaps</a>	<a href="#">Solve</a>
<a href="#">How to replace a substring of a string</a>	<a href="#">Solve</a>
<a href="#">Uncommon characters</a>	<a href="#">Solve</a>
<a href="#">License Key Formatting</a>	<a href="#">Solve</a>
<a href="#">Minimum insertions to form a palindrome</a>	<a href="#">Solve</a>
<a href="#">Longest Repeating Subsequence</a>	<a href="#">Solve</a>
<a href="#">Alien Dictionary</a>	<a href="#">Solve</a>
<a href="#">Anagram Palindrome</a>	<a href="#">Solve</a>
<a href="#">Longest Palindromic Substring</a>	<a href="#">Solve</a>
<a href="#">Rabin-Karp Algorithm for Pattern Searching</a>	<a href="#">Solve</a>
<a href="#">Longest prefix which is also suffix</a>	<a href="#">Solve</a>

**Linked List:** A linked list is a linear data structure, in which the elements are not stored at continuous memory locations.

Articles	Practice
<a href="#">Nth node from end of linked list</a>	<a href="#">Solve</a>
<a href="#">Reverse a linked list</a>	<a href="#">Solve</a>
<a href="#">Detect loop in a linked list</a>	<a href="#">Solve</a>
<a href="#">Delete a Node from linked list without head pointer</a>	<a href="#">Solve</a>
<a href="#">Find length of Loop</a>	<a href="#">Solve</a>
<a href="#">Insert in a Sorted List</a>	<a href="#">Solve</a>
<a href="#">Pairwise Swap Nodes of a given Linked List</a>	<a href="#">Solve</a>
<a href="#">Sort a linked list of 0s, 1s and 2s</a>	<a href="#">Solve</a>
<a href="#">Reverse a sublist of a linked list</a>	<a href="#">Solve</a>

### Stack and Queue:

- **[Stack](#)**: A stack is a linear data structure in which elements can be inserted and deleted only from one side of the list, called the top. A stack follows the LIFO (Last In First Out) principle.
- **[Queue](#)**: A queue is a linear data structure in which elements can be inserted only from one side of the list called rear, and the elements can be deleted only from the other side called the front. The queue data structure follows the FIFO (First In First Out) principle.

Articles	Practice
<a href="#">The Celebrity Problem</a>	<a href="#">Solve</a>
<a href="#">Maximum Rectangular Area in a Histogram</a>	<a href="#">Solve</a>
<a href="#">Max rectangle</a>	<a href="#">Solve</a>
<a href="#">Length of the longest valid substring</a>	<a href="#">Solve</a>
<a href="#">Find the first circular tour that visits all petrol pumps</a>	<a href="#">Solve</a>
<a href="#">LRU Cache Implementation</a>	<a href="#">Solve</a>
<a href="#">Minimum time required to rot all oranges</a>	<a href="#">Solve</a>
<a href="#">Sliding Window Maximum (Maximum of all subarrays of size k).</a>	<a href="#">Solve</a>

**Searching:** Searching Algorithms are designed to check for an element or retrieve an element from any data structure where it is stored.

Articles	Practice
<a href="#">Subarray with given sum</a>	<a href="#">Solve</a>
<a href="#">Kth smallest element</a>	<a href="#">Solve</a>
<a href="#">Find a peak element</a>	<a href="#">Solve</a>
<a href="#">Search in a Rotated Array</a>	<a href="#">Solve</a>
<a href="#">The Painter's Partition Problem-II</a>	<a href="#">Solve</a>
<a href="#">Minimum number of times A has to be repeated such that B is a substring of it</a>	<a href="#">Solve</a>
<a href="#">Koko Eating Bananas</a>	Solve
<a href="#">Next greater number set digits</a>	<a href="#">Solve</a>
<a href="#">Median of 2 Sorted Arrays of Different Sizes</a>	<a href="#">Solve</a>
<a href="#">Maximum no of 1's row</a>	<a href="#">Solve</a>
<a href="#">Elements in the Range</a>	<a href="#">Solve</a>

**Sorting:** A Sorting Algorithm is used to rearrange a given array or list of elements according to a comparison operator on the elements. The comparison operator is used to decide the new order of elements in the respective data structure.



Articles	Practice
<a href="#">Floor in a Sorted Array</a>	<a href="#">Solve</a>
<a href="#">Find all triplets with zero sum</a>	<a href="#">Solve</a>
<a href="#">Count Inversions</a>	<a href="#">Solve</a>
<a href="#">Sort an array of 0s, 1s and 2s</a>	<a href="#">Solve</a>
<a href="#">Minimum Platforms</a>	<a href="#">Solve</a>
<a href="#">Count the number of possible triangles</a>	<a href="#">Solve</a>
<a href="#">At least two greater elements</a>	<a href="#">Solve</a>
<a href="#">Maximum Intervals Overlap</a>	<a href="#">Solve</a>
<a href="#">Next Greater Even Number</a>	<a href="#">Solve</a>
<a href="#">Count Smaller elements</a>	<a href="#">Solve</a>
<a href="#">Chocolate Distribution Problem</a>	<a href="#">Solve</a>

### Hash and Heap:

- **Hash:** Hashing is a technique or process of mapping keys, and values into the hash table by using a hash function. It is done for faster access to elements. The efficiency of mapping depends on the efficiency of the hash function used
- **Heap:** A Heap is a special Tree-based data structure in which the tree is a complete binary tree. Heap and hash is an efficient implementation of a priority queue. The linear hash function

Articles	Practice
<a href="#">Count pairs with given sum</a>	<a href="#">Solve</a>
<a href="#">Longest Consecutive Subsequence</a>	<a href="#">Solve</a>
<a href="#">Triplet Sum in Array</a>	<a href="#">Solve</a>
<a href="#">Largest subarray of 0's and 1's</a>	<a href="#">Solve</a>
<a href="#">Find median in a stream</a>	<a href="#">Solve</a>
<a href="#">Longest K unique characters substring</a>	<a href="#">Solve</a>
<a href="#">Winner of an election</a>	<a href="#">Solve</a>
<a href="#">Binary Heap Operations</a>	<a href="#">Solve</a>
<a href="#">Kth element in Matrix</a>	<a href="#">Solve</a>
Game with String	<a href="#">Solve</a>
<a href="#">Rearrange characters</a>	<a href="#">Solve</a>

**Trees:** A tree is non-linear and a hierarchical data structure consisting of a collection of nodes such that each node of the tree stores a value, a list of references to nodes (the “children”). :

Articles	Practice
<a href="#">Print leaf nodes from preorder traversal of BST</a>	<a href="#">Solve</a>
<a href="#">Height of Binary Tree</a>	<a href="#">Solve</a>
<a href="#">ZigZag Tree Traversal</a>	<a href="#">Solve</a>
<a href="#">Left View of Binary Tree</a>	<a href="#">Solve</a>
<a href="#">Boundary Traversal of binary tree</a>	<a href="#">Solve</a>
<a href="#">Lowest Common Ancestor in a Binary Tree</a>	<a href="#">Solve</a>
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<a href="#">Mirror Tree</a>	<a href="#">Solve</a>
<a href="#">Sorted Link List to BST</a>	<a href="#">Solve</a>
<a href="#">k-th smallest element in BST</a>	<a href="#">Solve</a>
<a href="#">Merge two BST 's</a>	<a href="#">Solve</a>
<a href="#">Maximum path sum from any node</a>	<a href="#">Solve</a>
<a href="#">Maximum sum of Non-adjacent nodes</a>	<a href="#">Solve</a>
<a href="#">Root to leaf paths sum</a>	<a href="#">Solve</a>
<a href="#">Maximum Path Sum between 2 Leaf Nodes</a>	<a href="#">Solve</a>
<a href="#">Count BST nodes that lie in a given range</a>	<a href="#">Solve</a>

**Graph:** A Graph is a non-linear data structure consisting of nodes and edges. The nodes are sometimes also referred to as vertices and the edges are lines or arcs that connect any two nodes in the graph.

Articles	Practice
<a href="#">Dijkstra's shortest path algorithm</a>	<a href="#">Solve</a>
<a href="#">Find the number of islands</a>	<a href="#">Solve</a>
<a href="#">Unit Area of largest region of 1's</a>	Solve
<a href="#">Word Boggle</a>	<a href="#">Solve</a>
<a href="#">Prerequisite Tasks</a>	<a href="#">Solve</a>
<a href="#">Flood fill Algorithm</a>	<a href="#">Solve</a>
X Total Shapes	<a href="#">Solve</a>
<a href="#">Number of Provinces</a>	<a href="#">Solve</a>
<a href="#">Word Ladder I</a>	<a href="#">Solve</a>
<a href="#">Knight Walk</a>	<a href="#">Solve</a>
<a href="#">Course Schedule</a>	<a href="#">Solve</a>
Assignment Problem	<a href="#">Solve</a>
<a href="#">Clone Graph</a>	<a href="#">Solve</a>
Find the String	<a href="#">Solve</a>

that has repeated calls for same inputs, we can optimize it using Dynamic Programming.



Articles	Practice
<a href="#">Trapping Rain Water</a>	<a href="#">Solve</a>
<a href="#">Maximum Product Subarray</a>	<a href="#">Solve</a>
<a href="#">Stock buy and sell</a>	<a href="#">Solve</a>
<a href="#">Interleaved Strings</a>	<a href="#">Solve</a>
<a href="#">Stickler Thief</a>	<a href="#">Solve</a>
<a href="#">Smallest window in a string containing all the characters of another string</a>	<a href="#">Solve</a>
<a href="#">Max rectangle</a>	<a href="#">Solve</a>
<a href="#">Activity Selection</a>	<a href="#">Solve</a>
<a href="#">Jump Game</a>	<a href="#">Solve</a>
<a href="#">Knapsack with Duplicate Items</a>	<a href="#">Solve</a>
<a href="#">Wildcard Pattern Matching</a>	<a href="#">Solve</a>
<a href="#">Total Decoding Messages</a>	<a href="#">Solve</a>
<a href="#">Matrix Chain Multiplication</a>	<a href="#">Solve</a>
<a href="#">Count occurrences of a given word in a 2-d array</a>	<a href="#">Solve</a>
<a href="#">Brackets in Matrix Chain Multiplication</a>	<a href="#">Solve</a>
<a href="#">Print Palindromic Subsequences</a>	<a href="#">Solve</a>

Thoroughly revise all the work you have done till now in your projects. The grilling about projects can sometimes be very deep. Also, choose your words before you speak. Mention only those topics where you think you are fine to be grilled upon. If you haven't made a project then take an idea from [GFG Projects](#) and start working on it.

## System Design

System Design is the process of designing the architecture, components, and interfaces for a system so that it meets the end-user requirements. System Design for tech interviews is something that can't be ignored!

Almost every IT giant whether it be [Facebook](#), [Amazon](#), Google, or any other asks various questions based on System Design concepts such as scalability, load-balancing, caching, etc. in the interview.

This specifically designed [System Design tutorial](#) & [System Design Course](#) will help you to learn and master System Design concepts in the most efficient way from basics to advanced level.

## Behavioral Skills

Many people are very afraid of behavioural interview questions in technical interviews as they seem to be just something most programmers are not good at. Do you know that less than 10% of candidates passed their on-site interviews as reported in Silicon Valley? Don't forget that those who failed have already passed the phone screen.

- [Top 5 Common Mistakes in Technical On-site Interviews](#)
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