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The focus of *Cracking the Coding Interview* is algorithm, coding and design questions. Why? Because while you can and will be asked behavioral questions, the answers will be as varied as your resume. Likewise, while many rms will ask so-called "trivia" questions (e.g., "What is a virtual function?"), the skills developed through practicing these questions are limited to very speci c bits of knowledge. The book will brie y touch on some of these questions, to

4VZ[VfZWEUVV@nThe Amazon Interview

Amazon's recruiting process usually begins with one or two phone screens in which you interview with a speci c team. The engineer who interviews you will usually ask you to write simple code and read it aloud on the phone. They will ask a broad set of questions to explore what areas of technology you're familiar with.

Next, you

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;` fVth[Vi/ I SdEfad[Vte/| You Can (Maybe) Count On Me

CareerCup.

26 CareerCup.

The Interview and Beyond

3ffZW^fWh[W/n

32 CareerCup.

36CareerCup

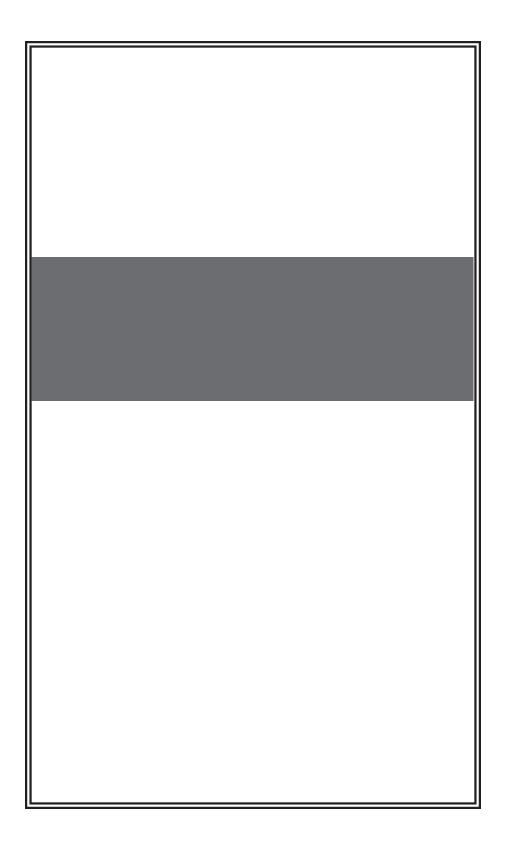
3f fZW^ fVdh[W/ | The O er and Beyond

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Part 1 Data Structures

5ZSbfVd# | Arrays and Strings

Cracking the Coding Interview | Data Structures

5ZSbfVd& | Trees and Graphs

8ž#

Part 2 Concepts and Algorithms

5ZSbfVd' | Bit Manipulation

5ZSbfVd(| Brain Teasers

) **#** Design the data structures for a generic deck of cards. Explain how you would subclass it to implement particular card games.

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) 25 Imagine you have a call center with three levels of employees: fresher, technical lead (TL), product manager (PM). There can be multiple employees, but only one TL or PM. An incoming telephone call must be allocated to a fresher who is free

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5ZSbfVd* | Recursion

Cracking the Coding Interview | Concepts and Algorithms

5ZSbfVd#\$ | System Design and Memory Limits

Part 3 KnowledgBased

5ZSbfVd#%| C++

5ZSbfVd#%|C++

#%**ä**#

5ZSbfVd#& | Java

5ZSbfVd#' | Databases

5ZSbfVd#(CoowLeverel

5ZSbfVd#(| Low Level

5ZSbfVd#* | Threads and Locks

Part 4 Additional Review Problems

5ZSbfVd#+ | Moderate

5ZSbfVd\$" | Hard

\$"*ž*#

5ZSbfVd/\$" | Hard

Input: DAMP, LIKE butput: DAMP -> LAMP -> LIMP -> LIME -> LIKE

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Each problem may have many 'optimal' solutions that di er in runtime, space, clarity, extensibility, etc. We have provided one (or more) optimal solutions. If you have additional solutions you would like to contribute, please contact us at http://www.xrl.us/ccbook or support@careercup.com.

We welcome all feedback and suggestions. Contact us at http://www.xrl

Solutions

Ea/gf[a` efa 5ZSbf/vd#| Arrays and Strings

#2 Write a method to replace all spaces in a string with '%20'.

EA>GF;A@

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The algorithm is as follows:

- 1. Count the number of spaces during the rst scan of the string.
- 2. Parse the string again from the end and for each character:

»

Ea/gf[a` efa 5ZSbfVd#

Ea/gf[a` efa 5ZSbfVd\$| Linked Lists

\$# Write code to remove duplicates from an unsorted

\$28. You have two numbers represented by a linked list, where each node contains a single digit. The digits are stored in reverse order, such that the 1's digit is at the head of the list.

Ea'gf[a` efa 5ZSbfVd\$ | Linked Lists

Ea'gf[a` efa 5ZSbfVd%| Stacks and Queues

%# Describe how you could use a single

Ea'gf[a` efa 5ZSbfVd%| Stacks and Queues

Ea'gf[a` efa 5ZSbfVd%| Stacks and Queues

Ea/gf[a` efa 5ZSbfWd%| Stacks and Queues

%

Ea/gf[a` efa 5ZSbfVd&| Trees and Graphs

Ea'gf[a` efa 5ZSbfVd&| Trees and Graphs

86ivan nod 82 an Write an algorithm to nd the 'next' node (e.g

Ea'gf[a` efa 5ZSbfVd&| Trees and Graphs

8ž(

Ea'gf[a` efa 5ZSbfVd&| Trees and Graphs

Ea'gf[a` efa 5ZSbf\/d' | Bit Manipulation

Ea'gf[a` efa 5ZSbf/vd' | Bit Manipulation

Z Write a function to determine the number of bits required to convert integer A to integer B.
 Input: 31, 14

Ea'gf[a` efa 5ZSbfVd' | Bit Manipulation

Ea/gf[a` efa 5ZSbf/vd' | Bit Manipulation

(ž\$

(2% You have a

»

Ea/gf[a` efa 5ZSbfVd(

Ea/gf[a` efa 5ZSbf/vd) | Object Oriented Design

)

Ea/gf[a`efa 5ZSbfVd)

) **Z** Design the data structures for an online book reader system.

EA>GF;A@

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Since the problem doesn't describe much about the functionality, let's assume we want to

Ea'gf[a` efa 5ZSbfVd* | Recursion

Ea/gf[a` efa 5ZSbfVd*

*2 Given an in nite number of quarters (25 cents), dimes (10 cents), nickels (5 cents) and pennies (1 cent), write code to calculate the number of ways of representing n cents.

pg 64

EA>GF;A@

This is a recursive problem, so let's gure out how to do makeChange(n) using prior solutions (i

Ea/gf[a` efa 5ZSbfVd+

Ea/gf[a` efa 5ZSbfVd+| Sorting and Searching

Z} } yy}C6'&)-(}/,-46)}(6*&6-86 Y

Ea/gf[a` efa 5ZSbfVd#" | Mathematical

Ea/gf[a` efa 5ZSbfVd#" | Mathematical

Ea 'gf[a` efa 5ZSbfWd#" | Mathematical

Ea/gf[a` efa 5ZSbfVd#" | Mathematical

Ea'gf[a` efa 5ZSbfWd#" | Mathematical

}

Ea'gf[a` efa 5ZSbfVd##| System Design and Memory Limits

Ea/gf[a`efa5ZSbfVd##

Ea/gf[a`efa5ZSbfVd##

Ea²gf[a^e efa 5ZSbfVd##|System Design and Memory Limits

Ea²gf[a^e efa 5ZSbfVd##|System Design and Memory Limits

Ea'gf[a` efa 5ZSbfVd#\$| Testing

Ea/gf[a` efa 5ZSbfVd#\$| Testing

Ea/gf[a` efa 5ZSbfVd#%| C++

Ea/gf[a` efa 5ZSbfVd#%| C++

#%2 What is name hiding in C++?

pg 76

EA>GF;A@

Let us explain through an example.

Ea/gf[a` efa 5ZSbfVd#%| C++

Ea'gf[a` efa 5ZSbfVd#&| Java

#82% What is the di erence between nal, nally, and nalize?

EA>GF;A@E

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Final

When applied to a variable (

Ea'gf[a` efa 5ZSbfVd#&| Java

Ea'gf[a` efa 5ZSbfVd#&| Java

#8ž(

Ea'gf[a` efa 5ZSbfVd#' | Databases

Cracking the Coding Interview | Knowledge Based

#'≵%

Ea'gf[a` efa 5ZSbfVd#' | Databases

Ea 'gf[a` efa 5ZSbfVd#' | D,e510tabases

Ea'gf[a` efa 5ZSbfVd#(| Low Level

#(ž# Explain the following terms: virtual memory, page fault, thrashing

Ea/gf[a` efa 5ZSbf/vd#(| Low Level

#(ž\$

#(Ž& Write a step by step execution of things that happen after a user presses a key on the keyboard. Use as much detail as possible.

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EA>GF;A@

Ea/gf[a` efa 5ZSbf/vd#(| Low Level

Ea/gf[a` efa 5ZSbf/vd#(| Low Level

#(ž

Ea'gf[a` efa 5ZSbfVd#(| Low Level

3 ns after a read begins. Uninteresting time segments are surrounded by [brackets]. Each character represents 1 ns

Ea/gf[a` efa 5ZSbf/vd#) | Networking

Cracking the Co06 I(k) 10ne(or)2k

#) 25 Explain any common routing protocol in detail. For example: BGP, OSPF, RIP

Ea/gf[a` efa 5ZSbf/vd#) | Networking

» Startup.

Ea/gf[a` efa 5ZSbfVd#) | Networking

Ea'gf[a` efa 5ZSbfVd#) | Networking

#* # What's the di erence between a thread and a process?

EA>GF;A@

Processes and threads are related to each other but are fundamentally dierent.

A process can be thought of as an instance of a program in execution. Each process is an independent entity to which system resources (CPU time, memory, etc.

Ea/gf[a` efa 5ZSbfVd#* | Threads and Locks

Ea'gf[a` efa 5ZSbfVd#+ | Moderate

Ea'gf[a` efa 5ZSbfVd#+ | Moderate

Ea'gf[a` efa 5ZSbfVd#+ | Moderate

Ea/gf[a` efa 5ZSbf/vd#+| Moderate

Ea/gf[a` efa 5ZSbfVd#+| Moderate

#+ž## Design an algorithm to

Ea/gf[a` efa 5ZSbfVd\$" | Hard

Ea′gf[a` efa 5

Ea'gf[a` efa 5ZSbfWd\$" | Hard

Ea 'gf[a` e fa 5ZSbfWd\$" | Hard

Ea/gf[a` efa 5ZSbfVd\$" | Hard

Ea 'gf[a` efa 5ZSbfWd\$" | Hard

\$" Z* Given a s->-4 (ing)s->518 yen s->-4 (ingsen 59 (T(c) 10,en) 18desig(c) 6(en) 18 (a) 18methoden)

Ea/gf[a` efa 5ZSbfVd\$" | Hard

Ea′gf[a` efa 5

Ea 'gf[a` e fa 5ZSbfWd\$" | Hard

^X} } } }

Ea'gf[a` efa 5ZSbf\vd\$" | Hard

Ea /gf[a` efa 5ZSbfVd\$" | Hard

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} } (2! 6ccs
} } r ^]} } ^\]} ^[} } ^Z} } } r } 8,/``s ^Y} } ^X} } r ^W} })6'&)-}(*s]V} r]_}]^}

Ea/gf[a` efa 5ZSbfVd\$" | Hard

\$" ž#% Given a dictionary of millions of words, give an algorithm to nd the largest possible rectangle of letters such that every row forms a word mes1ading10(d) le 12-(ds)t td ord (t) 12 (ev

Ea'gf[a` efa 5ZSbfWd\$" | Hard

Cracking the Coding Interview | Additional Review Problems

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