General question:

1. Tell me about yourself

2. Projects description

3. how did you achieve inheritance in your project

4. flow of your project

JavaScript:

1. Why do we use javascript

2. Different types of datastructure in JS

3. difference between == and ===

4. what is closure?

5. why do we use typescript

6. what is functional programming

7. what is event loop and event queue?

8. is javascript in multitreading language and if not how do achive asyn nature?

9. In Angular what is promise and observer?

10. classes and object?

11. scope

12. constructor?

c and c++

1. what are oops concept

2. differnce in encapsulation and abstraction

3. polymorphism

4. types of inheritance?

5. diamond problem?

6. virtual keyword

7. why do we use virtual distructor?

8. can we make constructor virtual

9. differnt type of construtor

10. dynamic memory allocation and deallocation (different ways)

11. delete vs free

12. how can we achieve multithreading in c++

13. volatile keyword

multihreading

1. openmp, opencl

2. Are you familiar with cuda programming

3. if 1000 task(same type) are given then how will divide task in 4 threads

4. how many thread can we use to search a element

5. how many thread can we use to sort a list

java

1. is java object oriented language and why so?

2. difference between primitive and non-primitive data type?

3. unboxing and boxing

4. how many functions are there in Object class

5. working of hashcode, equals function

6. is there multiple inheritance in java, if not how can we achieve it?

7. default functions in inheritance

8. static class

9. working of different type of data structure?

10. multithreading in java?

11. syncronous function and syncronous block

12. notify function is whose member(Object / Runnable/ Thread)

13. list of functions is Thread?

14. thread vs runnable

15. marker interface

16. lambda expression

17. stringbuffer vs stringbuilder

18. best practices (like why we key return type as interface, why not class which we have implemented)