Byteboard Interview FAQ

If you cannot find the answer to your question below, please email support@byteboard.dev.

Before the Interview

Spend some time reading through the [Byteboard Interview Guide](#) before your interview!

What is the Byteboard Interview?

The Byteboard interview is designed around on-the-job software engineering skills - assessing many aspects of your work and providing us with a holistic picture of your coding and problem-solving skills. The Byteboard team will take into account all your progress and comments left in your interview documents. We encourage you to state your assumptions, questions, and thoughts as you work through the interview, as they will all be taken into account even if you do not complete all tasks.

Over the course of the interview, you will be working on implementing aspects of a single project. In Part 1, you will complete a technical reasoning exercise. In Part 2, you will implement a few aspects of the project discussed in part one.

Part 1: Technical Reasoning Exercise

You will be working on a document that describes a new product your team is planning to launch. The document outlines several different implementation options. You will **complete the 'Conclusion' section and discuss which option(s) your team should pursue** with reasoning behind your decision. The document also contains **comments you will answer** to help your team understand the motivations behind various decisions.

Part 2: Code Implementation Exercise

Following the technical reasoning exercise, you will **implement a few aspects of the project** featured in part one. You will need to **navigate a small code base** and **write clean and functional code**.

What do I need to take this interview?

You will need:
- A Gmail or G Suite account
- Access to a computer
- Reliable internet connection
- For Part 2, for most languages, you will have the option to either work in our online editor or download a zip file containing the code base to work in an IDE of your choosing. You will have the opportunity to test out these options before you begin your interview.

Should I prepare for the Byteboard Interview?

The Byteboard interview is designed to let you showcase a wide variety of software engineering skills. During the interview you will be asked to provide your reasoning on how a team should move forward with a technical project, navigate a test code base, and implement functions to make the feature work. Be comfortable coding in your language of choosing (including commenting best practices, code syntax, data structures).

Here's a [brief interview guide](#) with more resources and handy tips.

For more information on how to prepare, who to contact if you experience technical difficulties, how to request accommodations if you have a disability, and more, please carefully read this entire FAQ document.

What if I run out of time to finish?

Most candidates do not finish all of the tasks in the interview. You will be evaluated on the quality of your answers and coded samples, rather than on how many tasks you attempt.

We do enforce time limits, so you should stop work when time is out. Any work submitted after the deadline will not be considered.

What languages are offered?

The backend interview assesses for general software engineering skills and is currently offered in the following languages: Java, Python, PHP, Ruby, C++, JavaScript (node.js), C#, and Go.

The web interview is conducted in HTML, CSS, and JavaScript. Note: you will be asked to code in Vanilla JS without the use of 3P libraries.

The mobile interview is currently offered in the following languages: Swift (iOS) and Kotlin (Android).

The data engineering interview is currently offered in Python.

If you are not comfortable taking the interview in one of these languages, or you would prefer to take an interview in a different domain (backend, web, mobile), please let your recruiter know.

When can I take this interview?

The interview can be taken at any time, including outside of work hours and on weekends.

What platform does the interview use? Will I need my own IDE?

For the interview, please use one of the following supported browsers: Google Chrome, Mozilla Firefox, Microsoft Edge, or Microsoft Internet Explorer 11+. Safari is not supported.

For Part 1, you will be working on a simulated shared text file. We recommend you check out the ["During the Interview: Part 1"](#) section below.

For Part 2, you will have the option to either work in our online editor or download a zip file containing the code base to work in an IDE of your choosing. You will have the opportunity to test out these options before you begin your interview.

Can I use external resources during the interview?

You can use the internet or books as a resource as you work through the interview, particularly if you encounter terminology or syntax that you aren't familiar with or would like to look at built-in documentation for your language. However, all submissions must be original and personally authored. Submissions flagged with cheating, including copying code from the internet, will be disqualified.

What if I need to make an accommodation request for my interview?

Reach out to your recruiter with your request. We can accommodate requests sent to us by your recruiter.

During the Interview

I can't access my interview. What do I do?

If you cannot access your interview materials, please email support@byteboard.dev and a Byteboard team member will assist.

During the interview: Part 1

How do I respond to comments in the document?

1. If you don't see any comments, make sure your window is wide enough; they should appear floating on the right side of the document.

2. Click the comment you want to respond to.

3. Everything you type will automatically save.

How do I add my own comments to the document?

1. You should see this button appear on the right side of the document. Click that button.

2. Highlight the text you would like to comment on.

3. Write your comment and click Comment to save.

During the interview: Part 2

I can't run the provided code. What do I do?

Your Personal IDE
If you are running on a Windows machine, you can try renaming our provided *.sh files to *.bat files. If you are still unable to run your code or are running into any other issues, please submit a help request and a Byteboard team member will assist you.

Byteboard Editor
If you are having issues running the provided code, please submit a help request and a Byteboard team member will assist you.

I'm running into issues submitting my code. What do I do?

If you for some reason cannot submit your code, please email a zip file containing it to support@byteboard.dev.

How do I confirm my submission was submitted?

You should see the Byteboard modal that says "Your Part 2 was submitted." If you do not see that modal, please submit a help request and a Byteboard team member will assist you.

I am having issues opening Byteboard's online editor. What do I do?

If you are having issues accessing the Byteboard editor try and refresh the page. If you continue running into issues please submit a help request and a Byteboard team member will assist you.

The editor file explorer seems to have disappeared. What do I do?

Please try going to View > Explorer in the top toolbar. Try this a few times if trying once does not fix the issue. If you continue running into issues, please submit a help request and a Byteboard team member will assist you.