Roadmap on Placement preparation

1.SHORTLIST

- CGPA, %

2.CODING ROUND

- **CHOOSE 1 LANGUAGE (JAVA /C++)**
  - **JAVA** - ANDROID DEVELOPMENT, WEB APPLICATIONS
  - **CPP-** GAME DEV, BITCOIN, GAME DEV, APPLE OS
- **DATA STRUCTURE**
  - ARRAYS (MOST IMP)
  - LINKED LIST (MOST IMP)
  - STACK (MOST IMP)
  - QUEUE (MOST IMP)
  - BINARY TREE
  - BINARY SEARCH TREE (MOST IMP)
  - HEAP
  - HASHING
  - GRAPH
  - MATRIX

- **ALGORTIHMS**
  - SEARCHING & SORTING(MOST IMP)
  - RECURSION & BACKTRACING
  - DIVIDE AND CONQUER (MOST IMP)
  - GREEDY ALGORITHM (MOST IMP)
  - DYNAMIC PROGRAMMING (MOST IMP)
  - MATHEMATICAL ALGORITHMS

- **ADVANCE DATA STRUCTURE**
  - BIT MANIPULATION
  - NUMBER THEORY
  - DISJOINT SET
  - SEGMENT TREE
  - TRIE
  - ADVANCED LISTS
  - BINARY INDEXED TREE
  - SUFFIX ARRAY & SUFFIX TREE
  - AVL TREE
  - B TREE

RAHUL GUPTA

3.TECHNICAL INTERVIEW ROUND (2-4)

- **MAIN SUBJECTS**
  - OPERATING SYSTEMS
  - DBMS
  - NETWORKING
  - SYSTEM DESIGN
- **DSA QUESTIONS**
- **PUZZLES**
- **PROJECTS**
  - CV/RESUME

4.HR ROUND

- BE FORMAL
- TELL ME ABOUT YOUR FAILURES
- TELL ME ABOUT YOURSELF
- WHAT ARE YOUR HOBIES
- CV/RESUME
- PERSONALITY

RAHUL GUPTA

CODING TEAM: -

1.CODING ROUND

- **CHOOSE 1 LANGUAGE (JAVA /C++)**
  - **JAVA** - ANDROID DEVELOPMENT, WEB APPLICATIONS
  - **CPP-** GAME DEV, BITCOIN, GAME DEV, APPLE OS
- **DATA STRUCTURE**
  - ARRAYS (MOST IMP)
  - LINKED LIST (MOST IMP)
  - STACK (MOST IMP)
  - QUEUE (MOST IMP)
  - BINARY TREE
  - BINARY SEARCH TREE (MOST IMP)
  - HEAP
  - HASHING
  - GRAPH
  - MATRIX
- **ALGORTIHMS**
  - SEARCHING & SORTING (MOST IMP)
  - RECURSION & BACKTRACING
  - DIVIDE AND CONQUER (MOST IMP)
  - GREEDY ALGORITHM (MOST IMP)
  - DYNAMIC PROGRAMMING (MOST IMP)
  - MATHEMATICAL ALGORITHMS
- **ADVANCE DATA STRUCTURE**
  - BIT MANIPULATION
  - NUMBER THEORY
  - DISJOINT SET
  - SEGMENT TREE
  - TRIE

RAHUL GUPTA