

Round 1 - Technical Aptitude

- 1) C++
- 2) Java
- 3) Database
- 4) Quants & Logical.

Round 2 - Java to Java Interview.

## 1) Exception handling in Java

(concepts as well as coding - They check how much coding have you done. Precise questions - what will happen if I write throw after printStackTrace in catch. what will happen if I write return after that throws, etc).

## 2) Multithreading -

(same as above)

including Producer - consumer code

## 3) Collection API

suppose we have multiple objects of Employee class and store them in a file. Now write a code to retrieve them from file, sort them on basis of their age and display them.

4) draw database structure for given scenario.

2 queries based on that structure.

5) Basic Linux commands :-

a) ls - al

b). command to find process id.

### Mobilium

- 1) What is class definition in your words.
- 2) What is object.
- 3) User can enter many elements and you don't have any collection or structure or array. How can you manipulate (insert, update) data.
- 4) What are basic Data structures.
- 5) What are the different ways to implement stack.
- 6) Write a program to implement stack using linked list.
- 7) What is singleton class, and give one practical scenario where you will use singleton class.

### Cybage

- 1) Explain your project.
- 2) Database queries.
- 3) ACID properties.
- 4) Difference between Quick and Merge sort.
- 5) Explain algorithm for Quick sort.  
(Tell the worst condition in Quick sort)
- 6) Write program to reverse the string.
- 7) Puzzle of 2 solid ropes to measure 45 min
- 8) And in HR whatever comes in PPT they will ask question.

Diff b/w new & malloc?

Diff. b/w free & delete?

How malloc assign memory dynamically?

When it is compulsory to override finalize method?

What is diff. b/w wait & sleep?

What is diff. b/w ClassNotFoundException & NoClassDefError?

What is diff. b/w PreparedStatement & Statement?

What is StackOverflow error?

Give the name of one Runtime Exception?

What is insertion sort, quick sort, Heap sort?

Time & Space Complexity of sort & how we can calculate it?  
How Chess Board implemented & which datastructure is used?

Write query to find 2nd highest salary?

Datastructure used in Set of Carts?

What is Virtual Destructor?

How length variable is defined in array?

→ arr.length

→ arr.Length arr.size()

→ arr.length()

→ arr.Length()

Technical

- 1) Stack Implementation
- 2) Linked List Implementation
- 3) Stack using Linked List
- 4) Threading ->

producer, consumer

- 5) Data structure that can be used in Producer, consumer  
if producers can produce any amount of values  
and consumer can consume any amount of values.

I was told to write  
code for each and  
every question



1) What is diff. bet<sup>n</sup> HashMap & Hashtable?

2) If two or more threads is accessing same variable then how can i guarantee their smooth access?

$\rightarrow$  By using synchronised block.

3) What will you prefer HashMap or Hashtable? ~~& why?~~

- HashMap.

4) Why HashMap as it is not thread safe.

- Because I can use synchronised block wherever logic demands.

5) Program for reversing a string.

6) Program for Singleton class. (~~Pseudo code~~).

7) Program for stack.

8) Query when ~~the~~ table contains 2 or more names & I want only 1 name at a time.

$\rightarrow$  Select distinct (Name)

from table\_name;

No	Name	Month	Marks.
1	Raj	June	20
2	Raj	July.	25
3	Akshay	May	15
4	Raj	Apr	10.

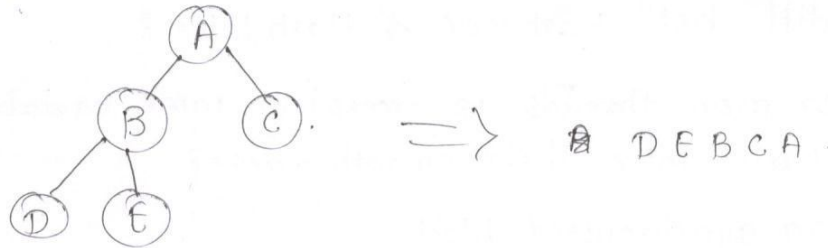
9) I want sum of marks in above table having same name.

$\rightarrow$  Select name, <sup>sum(marks)</sup> ~~and~~ from table\_name group by name.

10) In C++ syntax, previously people ~~was~~ there was return any no like return -1, return 0 like this in case of exception & Now in java we throw exception by 'throws' keyword to calling method what is advantage of both.

1) What is difference bet<sup>n</sup>

11) Give the postorder of below tree.



12)

Omkar Malandkar → Mobileum. for C++

1st technical

- Tell me about yourself.
- Why you like C++ & Java.
- What is polymorphism.
- Give realtime example of polymorphism

→ ~~main~~ class {

void add (int a)  
{  
}

int add (int \*ptr)  
{  
}

main ()  
{

int a = 5;

int \*ptr;

add(a);

add(ptr);

}

→ How compiler know which f<sup>n</sup> to call

→ How

Ans is (name mangling)

→ ~~What~~ & What is copy constructor?

→ Why (&ref) in constructor argument.

→



```

→ class A
{
    add( )
    { // }
}

```

```

class B: A
{
    add( )
    {
    }
}

```

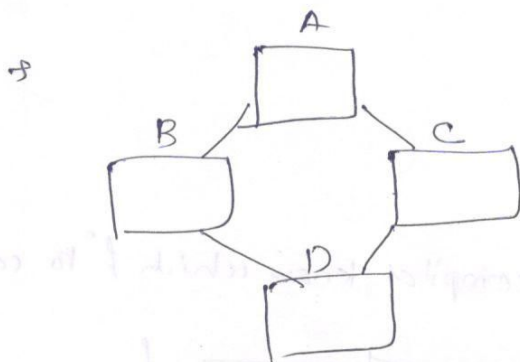
Class A = new B()

A.add() : which function it will call

what will happen if ~~may~~ virtual keyword is used with add function

→ Why we use virtual?

→ How it (compiler) come to know that which method to call?



class D { p = new D(); }

→ what will happen if we create object of class D and class A has one method disp.

→ How will you solve this problem  
Ans:- using virtual keyword.

→ How internally it solve using virtual keyword.

→ virtual table? what it holds?

→ How many virtual table per class

→ How many virtual pointer per object

- what is stack?
- implement stack using Link-list, add push(), pop() implementation. to class.
- Threading in C++? What is mutex & semaphore 2nd technical

→ reverse string using recursion.

→ Create two dimensional array. no. of row accept from user, no of columns take from user.

→ then print all elements.

→ why we write .header and .cpp separately.

→ I create on header A.h

create class B & include A.h

create class C & include A.h

and now I create one binary file including all these (A.h, class B, class C) what will happen.

```

static abc ( )
{
    static a = 1
    a++;
    a++;
    print a
}

```

```

main()
{

```

```

    p_thread ( Per abc() );

```

```

    for ( i=0; i<5; i++)

```

what will be value of a in each

& five thread call p<sup>n</sup>

3rd technique

→ class A  
{

static void add ( ~~code~~ <sup>argument</sup> )

{

// code.

}

}

~~A::add()~~

main ( )  
{

~~A::add~~ int a = 5

int b = 6

int c;

A::add ( ——— " ——— )

print(c)

}

write code and argument in function add  
and function call such that c will print  
value.

One change int \*c = NULL;

Now again write code.