63 moons Technologies.

1) Difference between new, malloc
2) " " malloc, calloc
3) Dangling pointer.
4) scope of variables

```
* int
~~void~~  A( )
{
   int b = 2;        ← runtime error
   return &b;
}
```

5) copy constructor
6) Default constructor
7) Reference and pointers difference.
8) Multithreading
9) Syncronization? How to achieve it?
10) Swap function using Reference.
11) Template & syntax
12) Kernel
13) Daemon object & Thread object.
14) Collections and their implementation. and differences between implementations.
15) HashMap Buckets? How data is stored in Hashmap?
16) Search Complexities of Array, vectors, linked list
17) Vectors and how data is stored in vectors? (Ans → like contiguous mem. allocation).

63 MOONS (Financial Technologies)

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Feb - 2018

1st Round :

Aptitude + Technical

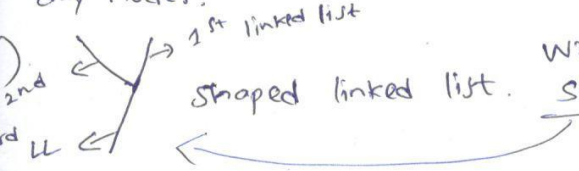
↓ Medium

↓ Medium Level

nd Round : Technical Round

Rapid Fire :

i) Question related to the programm's mentioned by Interview ?
ii) What is pointer ?
iii) Find the o/p related to pointers
v) What is pointer to pointer
) Program based on pointer
i) What is reference ?
ii) Why to prefer reference over pointer ?
viii) What is single linked list & Double Linked List
ix) Write the structure node of SLL ?
x) Write programm of SLL ie. include insertion, deletion, display, functions in the program.
xi) Explanation of deletion function ~~ie~~, insertion function between any nodes.



Shaped linked list. Write the structure node for this shape of linked list. ie structure node for each linked list.

i) Bit-wise And, Bit-wise OR
ii) O/p of right shift, left shift
ii) O/p for Bit-wise And, Bit-wise OR programms
v) What is copy constructor.
) When to use copy constructor.
i) Why we take argument as reference in copy constructor's argument parameter
ii) Explain copy constructor.

xviii) What is shallow copy?

xix) what is deep copy?

xx) How to avoid shallow copy ?

xxi) Basic poles of OOP's?

xxii) Explain some of the poles of OOP's ?

xxiii) Puzzle Question → a) Related to cube

b) How many small cube can be made out ~~of~~ from ~~the~~ one big cube.

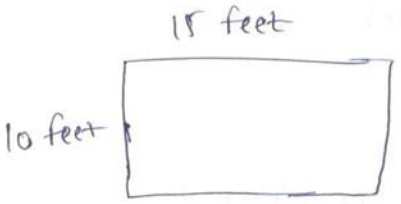
c) ~~At~~ How many cubes are formed which are painted from 3 sides.

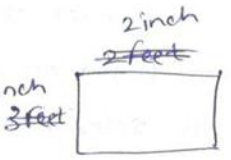
d) " " from 2 sides

e) How many cubes are there which have its only 1 side painted

f) How many cubes ~~which have no~~ are there whose all sides are unpainted.

B) Related to tiles →





12 inch = 1 feet

How many small tiles will be formed

C) write all first 10 prime no ?

D) 1 is prime or not ?

E) ~~why we call them~~ Explain prime no ?