# Preparing for Software Engineer roles @ Product-based companies in 100 days

#### Resources

- ➤ Books: CLRS (Introduction to Algorithms)
- Practice Problems
  - Leetcode (Best for Interview preparation)
  - Hacker rank
  - CodeForces
  - CodeChef
  - And many others.....
- ➤ Try to solve ~ 500 problems for an average student

# **Phases of Learning**

- Programming [1-3 days to recap, assuming you know programming]
- $\rightarrow$  DS & Algo: Concepts + Easy problems [4-60]
- > Problem Solving: Try different "patterns" of problems (medium to hard) [60-90]
- ➤ Advanced DS [90-95]
- ➤ Misc topics [95-100]

# Write executable code

- Read the problem statement
- ➤ Pseudo-code/Logic
- Time and Space Complexity
- Code it up in Python/Java/C++/C/any-major-language
- ➤ Handle all boundary cases

- Revise the programming concepts (c/c++/Java/python)
- Important things to revise
  - C/C++ : Pointers
  - C++: STL [good for finance companies like DE Shaw]
  - Python: Data structures (list, tuple, dict, set, etc) and
    Basics of OOP [Very popular]
  - Java: Libraries and Basic OOP concepts
- Python Practice Questions: <a href="https://edabit.com/challenges">https://edabit.com/challenges</a>
- $\rightarrow$  For Non-CS (start with easy) and CS (start with medium)
- ➤ Practice at least 50 problems

#### DAY 4

- ➤ Algorithmic Complexity: Big O, Theta, Omega
- Analyse time and space complexity
  - For loops, Nested For loops
  - For loops with breaks
  - Recursion: Tree based methods, Master Theorem
  - \*Space Complexity: Ignore input and output space.
- Revise these concepts. We will encounter examples all throughout problem solving.

## **DAY 5- DAY 25**

- Basics Data structures [ 4 days per topic]
  - Arrays
  - Linked Lists
  - Stack
  - Queue
  - Strings
- ➤ Time & Space Complexity for key operations
- > When to use what?
- Practice easy Problems of each topic
  - 15 Problems (links in the next slide)

#### **DAY 5- DAY 25**

- Practice Easy problems
  - Arrays: <a href="https://leetcode.com/tag/array/">https://leetcode.com/tag/array/</a>
  - Linked lists: <a href="https://leetcode.com/tag/linked-list/">https://leetcode.com/tag/linked-list/</a>
  - Stacks: <a href="https://leetcode.com/tag/stack/">https://leetcode.com/tag/stack/</a>
  - Oueues: <a href="https://leetcode.com/tag/queue/">https://leetcode.com/tag/queue/</a>
  - Strings: <a href="https://leetcode.com/tag/string/">https://leetcode.com/tag/string/</a>

- > Algorithms
  - Searching and Sorting Algorithms (3 Days)
  - Divide and Conquer algorithms (2 Days)
  - Greedy Algorithms (3 Days)
  - Dynamic Programing (7 Days)
- Practice Easy problems to each topic
  - o 15-20 problems for each topic (links in the next slide)

- Practice Easy Problems
  - Searching: <a href="https://leetcode.com/tag/binary-search/">https://leetcode.com/tag/binary-search/</a>
  - Sorting: <a href="https://leetcode.com/tag/sort/">https://leetcode.com/tag/sort/</a>
  - Greedy: <a href="https://leetcode.com/tag/greedy/">https://leetcode.com/tag/greedy/</a>
  - Dynamic Programming: https://leetcode.com/tag/dynamic-programming/

- ➤ Non-Linear Data structures
  - Trees (8 Days)
    - Binary Tree
    - Binary Search Tree
    - AVL
- ➤ Heaps (2 Days)
- ➤ Hashing (2 Days)
- ➤ Graphs (5 Days)
- ➤ Back Tracking (3 Days)

- Practice Problems links
  - Trees: <a href="https://leetcode.com/tag/tree/">https://leetcode.com/tag/tree/</a>
  - Heaps: <a href="https://leetcode.com/tag/heap/">https://leetcode.com/tag/heap/</a>
  - Hashing: <a href="https://leetcode.com/tag/hash-table/">https://leetcode.com/tag/hash-table/</a>
  - Graphs: <a href="https://leetcode.com/tag/depth-first-search/">https://leetcode.com/tag/depth-first-search/</a>
    - https://leetcode.com/tag/breadth-first-search/
  - Backtracking: <a href="https://leetcode.com/tag/backtracking/">https://leetcode.com/tag/backtracking/</a>

- ➤ Focus on Problem Solving
- Some of the patterns for coding problems as follows
  - Fast and Slow Pointers
    - Examples: [Google problem name + leetcode]
      - Linked List Cycle
      - Middle of linked list
      - Happy Number

- ➤ Two pointers
  - Examples:
    - Find pair with target sum
    - Squaring a sorted array
    - Find Triplet sum equals to zero
    - Dutch National Flag Algorithm

- In place reversal of linked list
  - Examples:
    - Reverse Linked List
    - Reverse a Sub list
    - Reverse every n-element sub list

- Breadth First Search
  - Examples:
    - Level Order traversals
    - Zigzag Traversal
    - Connect level order siblings
    - Level order successor

- Depth First Search
  - Examples:
    - Maximum Depth of Binary Tree
    - Number of Islands
    - Critical connections in a network
    - Clone Graph
    - Path Sum

- > Bitwise XOR
  - Examples:
    - Single Number
    - Two single Numbers
    - Counting bits

- ➤ Two Heaps
  - Examples:
    - Find the median of a number stream
    - Sliding window median
    - Maximize capital

- Modified Binary Search
  - Examples:
    - Median of Two Sorted Arrays
    - Ceiling of a number
    - Search in a sorted infinite array
    - Bitonic array maximum

- ightharpoonup Top k elements
  - Examples:
    - Kth smallest element
    - Connect ropes
    - Kth Largest Element in a Stream
    - K-closest numbers

- ➤ K Way merge
  - Examples:
    - Merge K Sorted Lists
    - Kth Smallest Number in M Sorted Lists
    - Kth Smallest Number in a Sorted Matrix
    - Smallest Number Range

- > 0/1 Knapsack (Dynamic programming)
  - Examples:
    - Equal subset sum partition
    - Minimum subset sum Difference
    - 0/1 knapsack

- ➤ Topological sort
  - Examples:
    - Tasks Scheduling
    - Tasks Scheduling Order
    - Alien Dictionary

- Subsets
  - Examples:
    - Balanced parenthesis
    - Subsets with duplicates
    - Permutations

- Merge Intervals
  - Examples:
    - Merge Intervals problem
    - Insert Interval
    - Intervals Intersection
    - Conflicting Appointments

- Sliding Window
  - Examples:
    - Longest Substring Without Repeating Characters
    - Sliding Window Maximum
    - Minimum Window Substring
    - Number of Submatrices That Sum to Target

- ➤ MinMax
  - Examples:
    - Guess Number Higher or Lower
    - Stone Game
    - Guess the word

- Advanced Data structures
  - Tries
  - Red black Trees
  - B-Tree and B+ Trees
  - Disjoint sets
  - Segment Trees

- ➤ Understand Computational complexity theory: NP-completeness & NP hardness.
- Knapsack problem.
- Travelling salesman problem.

# Write executable code

- ➤ Read the problem statement [3-5 mins]
- Pseudo-code/Logic [5-7 mins]
- Time and Space Complexity [2 mins]
- Code it up in Python/Java/C++/C/any-major-language [10-15 mins]
- ➤ Handle all boundary cases [while coding]

Ideal: 20-25 min per problem, especially easy and medium problems.

# InterviewPrep.AppliedCourse.com

- ➤ Concepts (DS & Algo) Explanation: ~90 hrs
- > Solved problems + Video explanations: 210 [adding more]
- ➤ Covers all the major "patterns"
- ➤ Practice problems after each solved problem: 2-3
- ➤ Query resolution: 5-6 hrs (Max: 24 hrs)
- Monthly practice/assessment exams
- Mock interviews after assessment tests.
- ➤ Placement Prep and Job assistance.

# InterviewPrep.AppliedCourse.com

**Contact Details** 

Email: interviewprep@appliedcourse.com

**Phone Number: 7780568417**