

## Algorithms

- BigO notation
- Sorting algorithms (define how algorithm works and what's a big o notation)

## Podstawy kryptografii

- What algorithm would you use to hash a password?
- symmetric asymmetric cryptography

## Java Basics

- Java 7, Java 8 → 2 favorite features, try-with-resources
- LinkedList vs ArrayList what is more optimal at what operations?
- 'final', 'volatile' and threads
- Immutable objects, how to create an immutable object.
- Thread basics: how to implement a thread? **What ways you know of making objects thread-safe?**
- Boxing/autoboxing
- HashMap -hashing array, contract between equals/hashcode
- Asynchronous processing

## Version control

- Git rebase, git revert, git reset

## Web security

- XSS, HSTS, CSRF
- OAuth 2.0 authentication vs Basic authentication

## OODesign

- Encapsulation, Clean code

## Testing

- What kind of tests do you know?
- Mocks/stubs/fakes

## Spring

- IoC vs DI
- How do you provide configuration metadata to the Spring Container?
- Auto-wiring
- The default scope of a Spring Bean is `Singleton`.

## Design patterns

- Command, Visitor, Observer, Template method vs Strategy pattern, Decorator

## HTTP

- Get idempotent, SOAP vs REST, RESTful methods, REST versioning support
- Http methods: what about PATCH?

## DB

- ACID, ORM (Object-relational-mapping)
- DB transaction isolation levels: serializable, repeatable reads, read\_committed, read\_uncommitted
- Indeksy? Jakie struktury danych?
- SQL Injection attack
- SQL vs NoSQL

## Software architecture

- Microservices, Microservices vs SOA, CQRS, Event sourcing, DDD, BDD

## Web & frontend

- What is the difference between sessionStorage, localStorage and cookies?
- [AngularJS] What is the difference between controller and service?
- [AngularJS] How to share data between controllers?

### **Distributed computing**

- Strategies of holding distributed data.
- CAP Theorem (Consistency Availability Partition tolerance)  
 Consistency - Every read receives the most recent write or an error  
 Availability - Every request receives a (non-error) response – without guarantee that it contains the most recent write  
 Partition tolerance - The system continues to operate despite an arbitrary number of messages being dropped (or delayed) by the network between nodes

### **Linux commands**

- Top processes
- Finding what program runs on port
- Find what takes most place in directory

## **ArrayList vs LinkedList**

Performance

**ArrayList** (index-based)

Search:  $O(1)$  -> index access

Removal: worst-case  $O(n)$  when removing head as array must be rewritten, best-case  $O(1)$  on tail removal

Insertion: worst-case  $O(n)$ ,  $O(1)$  when append at the tail/beginning

### **LinkedList**

Search:  $O(n)$  -> needs to traverse across all nodes

Removal:  $O(1)$  -> repointing the nodes

Insertion:  $O(1)$  -> repointing the nodes

## **OO Principles**

**S** SRP

### **Single responsibility principle**

a class should have only a single responsibility (i.e. only one potential change in the software's specification should be able to affect the specification of the class)

**O** OCP

### **Open/closed principle**

“software entities ... should be open for extension, but closed for modification.”

**L** LSP

### **Liskov substitution principle**

“objects in a program should be replaceable with instances of their subtypes without altering the correctness of that program.” See also design by contract.

**I** ISP

### **Interface segregation principle**

“many client-specific interfaces are better than one general-purpose interface.”

**D** DIP

**Dependency inversion principle**

one should “Depend upon Abstractions. Do not depend upon concretions.”