

Project

- ❖ Agile Management or which strategy which you followed in your recent project.
- ❖ What and all difficulties you phase in your previous projects?
- ❖ Jira
- ❖ SourceTree Working
- ❖ GitHub Command
- ❖ Git
- ❖ Version Control GitLab

React Native

- ❖ function component and class component
- ❖ use effect in functional component
- ❖ hooks example in react
- ❖ what is hooks
- ❖ use memo in react
- ❖ pure component in react
- ❖ props in react
- ❖ state vs props in react
- ❖ state in react
- ❖ redux
- ❖ redux middleware
- ❖ example of middleware which you use
- ❖ saga middleware
- ❖ generator function in redux saga
- ❖ flat list vs scroll view
- ❖ extra data in flat list
- ❖ keyextractor in flatlist
- ❖ flex box
- ❖ use dispatch in functional component
- ❖ interaction manager in react native
- ❖ setTimeout in reactnative
- ❖ aysnc await set timeout
- ❖ context api
- ❖ context api vs redux
- ❖ all react native core concepts + async storage, session storage,
- ❖ how to integrate 3rd party libraries - realm and sqlite, geolocation, map, firebase, push notifications
- ❖ Redux, redux saga
- ❖ javascript concepts, typescript concepts, promise, array functions,
- ❖ mobile app states and its respective methods in javascript and react native
- ❖ css3 and react native stylings

Android

- ❖ Lifecycle =>
 - ❖ Activity
 - ❖ Fragment
 - ❖ Thread
 - ❖ Services
- ❖ Broadcast Receivers
- ❖ Intent
- ❖ Implicit Intent vs Explicit Intent
- ❖ If we want to make an activity as the first activity to be launched, what do we add in the manifest file.
- ❖ Passing data from one activity to another
- ❖ Can we use bundle to pass intent?
- ❖ Sticky, Pending Intent
- ❖ Intent filter
- ❖ How to declare/add activity in manifest
- ❖ Name an Android Exception
- ❖ Launch Mode
- ❖ Content Provider
- ❖ Tablet and Different Screen Size Layouts
- ❖ Android Network Library =>
 - ❖ Retrofit working
 - ❖ Volley
- ❖ Model =>
 - ❖ MVVM / MVI
 - ❖ MVC
 - ❖ MVC vs MVVM
- ❖ Thread, Service and AsyncTask
- ❖ Java vs Kotlin
- ❖ Kotlin =>
 - ❖ Var and Val
 - ❖ Visibility Modifiers
 - ❖ Null Safety in Kotlin

- ❖ Operator =>
 - ❖ Safe call
 - ❖ Elvis
 - ❖ Not Null Assertion
- ❖ Primary Constructor, Secondary Constructor, Copy Constructor
- ❖ Extension Function
- ❖ Extension Function examples
- ❖ Companion Object
- ❖ Firebase
 - ❖ Push Notification
 - ❖ Firebase Cloud Messaging (FCM)
- ❖ Lateinit vs Lazy Initialization
- ❖ When Keyword
- ❖ Coroutines =>
 - ❖ Coroutines Detail
 - ❖ Calling API from button and getting response from text and displaying that using Coroutines, which method will be called from it.
 - ❖ Dispatcher Type in Coroutines
 - ❖ AsyncTask vs Coroutines
 - ❖ Threads vs Coroutines
- ❖ Scope Functions
- ❖ Suspend Function
- ❖ Launch vs Async
- ❖ Lambda Function
- ❖ Infix Function
- ❖ Jetpack =>
 - ❖ Room Database Working
 - ❖ View Model
 - ❖ Live Data
 - ❖ WorkManager
 - ❖ Data Binding
 - ❖ Motion Layout Advance
- ❖ Jetpack Compose =>
 - ❖ Benefits

- ❖ Inheritance vs Composition
- ❖ Composable, Preview, Column, Row, Box, Vertical Scroll Functions
- ❖ setContent
- ❖ Core UI elements of Compose =>
 - ❖ Surface Composable
 - ❖ Wrap content of Composable
 - ❖ Align Composables
 - ❖ Row Column Box Composables
 - ❖ Layout with Row and Columns
 - ❖ Arrangements for Rows and Columns
- ❖ Modifiers
- ❖ Recomposition
- ❖ Navigation
- ❖ Thinking
- ❖ Singleton
- ❖ Singleton Object Creation
- ❖ Serializable and Parcelable
- ❖ Testing =>
 - ❖ Lint Tool
 - ❖ Dagger & Dagger2
 - ❖ Hilt
 - ❖ Coin
 - ❖ Dependency Injection
 - ❖ TDD (Test-Driven Development)
 - ❖ Continuous Integration / Continuous Delivery Tools
 - ❖ Android UI Automation
 - ❖ Junit =>
 - ❖ @after annotation
 - ❖ @before annotation
- ❖ Unit Testing =>
 - ❖ Espresso
 - ❖ Robolectric
 - ❖ Mockito

- ❖ Storage =>
 - ❖ Scoped Storage
 - ❖ SP, Internal, External
 - ❖ SQLite Database
 - ❖ Room
- ❖ Google Payments Integration
- ❖ Android - Instant Apps
- ❖ Android Memory Leaks - Leak Canary & Android Profiler
- ❖ Bottlenecks
- ❖ ML Library
- ❖ Clean Architecture - Advance
- ❖ Wear OS
- ❖ Near Field Communication (NFC)

Rx Java

- ❖ Single, Maybe
- ❖ Mono, Flux
- ❖ Error Handling => doOnError, onErrorReturn
- ❖ Full Working in Android

Core Java

- ❖ Try, Catch, Finally
- ❖ When Finally Block don't execute in Java
- ❖ Can Static Method be Override
- ❖ Abstraction
- ❖ How to achieve Abstraction
- ❖ Abstract Class vs Interface
- ❖ Functional Interface
- ❖ inheritance, multiple inheritance, interface
- ❖ Can we interface two class A, B in same class C
- ❖ Pass by Reference vs Pass by Value
- ❖ Object is Pass by Reference or Pass by Value
- ❖ super keyword
- ❖ final keyword
- ❖ can constructor be final in java
- ❖ polymorphism and example
- ❖ example of function overloading and overriding
- ❖ exception handling in java
- ❖ what to put in try and what to put in catch
- ❖ if catch throws exception as well, what will you do
- ❖ finally block in exception handling
- ❖ name a java exception
- ❖ custom exception and create it
- ❖ Algorithm Used
- ❖ JVM / JRE / JDK and they occur in which part
- ❖ Memory Leak in Java
- ❖ Stack vs Heap
- ❖ String is Immutable => Why
- ❖ Array List vs Linked List, which one to use at different point of time
- ❖ Collection
- ❖ Type of collection used in Java
- ❖ HashMap

- ❖ Can we use Object as key in HashMap
- ❖ HashMap is accessed in multithreaded environment. Options to make it Thread-Safe
- ❖ ConcurrentHashMap
- ❖ ConcurrentHashMap is faster than HashMap in above option. Why
- ❖ Can we use Hashtable in above method
- ❖ Features of latest JDK => Java 8
- ❖ Java 1.8 Features related to memory
- ❖ Intermediate and Terminal Operations in Java 8
- ❖ Rehashing
- ❖ Why we use Immutable Object in Rehashing in Key, Value pair instead of Mutable Object
- ❖ Mutable Class
- ❖ Mutable vs Immutable Objects in Java
- ❖ Create Immutable Object in java
- ❖ Way to achieve Concurrency in Java
- ❖ Lazy Initialization and way to achieve it
- ❖ Singleton Class in Java
- ❖ Fail-Fast Iterator and Fail-Safe Iterator
- ❖ Threads and its advantages
- ❖ ExecutorService in Java
- ❖ Types of Streams
- ❖ Volatile and Atomic keyword
- ❖ Marker Interface
- ❖ Fetch Lakhs of records from a database in Java efficiently
- ❖ Catching
- ❖ String Pool
- ❖ SOLID Principles
- ❖

Advance Java

- ❖ Project Description
- ❖ Spring Boot Version
- ❖ Serialization => How to achieve it => Full Working
- ❖ Synchronization in Spring
- ❖ Transient Keyword in Spring
- ❖ Hash Collision in Spring
- ❖ HashMap and Concurrent HashMap difference in Spring
- ❖ Design Pattern in Spring
- ❖ Difference between factory and abstract factory design pattern
- ❖ Type of Annotations in Spring
- ❖ @Profile Annotation
- ❖ @Component and @View
- ❖ @Autowired
- ❖ Create @Autowired
- ❖ @RequestMapping
- ❖ @Service vs @Component
- ❖ @Controller vs @RestController
- ❖ @Controller Example
- ❖ @Override
- ❖ @Qualifier
- ❖ @ControllerAdvice
- ❖ @SpringBootApplication
- ❖ @SpringBootApplication = @Configuration + @EnableAutoConfiguration + @ComponentScan
- ❖ @Primary and @Qualifier annotation in spring boot and when to use it
- ❖ Any other convenient annotation other than spring boot application
- ❖ Bean in Spring
- ❖ Bean Scopes in Spring and which you have used in the project
- ❖ Default Bean Scopes in Spring
- ❖ Which Database you used in spring project and setup of code to database or server with full steps in spring
- ❖ Framework used in Spring Project

- ❖ Database Connection in Hibernate and 2 Database of Different Configuration
- ❖ Join with Hibernate
- ❖ Data Mapped to Db column query in Spring and get few rows from data in above example
- ❖ Connect Spring, Spring Boot to Database and Spring boot project deployment using Tomcat
- ❖ Single Sign-In in Java => Full Working
- ❖ Authorization used in project and how to create it.
- ❖ Token based Authentication creation
- ❖ How to change default Port
- ❖ Session Management => Spring, Spring Boot
- ❖ Session Bean Example
- ❖ SQL Injection Attack
- ❖ What is Spring, Advantages
- ❖ Spring MVC
- ❖ API => Advantages, Disadvantages
- ❖ Api used in project
- ❖ Rest API => Working
- ❖ Creating Rest API with Controller, Service, everything used in recent project
- ❖ Restful API endpoint and implementation of its endpoint
- ❖ Richardson Maturity Model - 4 maturity levels of Rest API design
- ❖ SQL Used
- ❖ Dependency Injection => Spring
- ❖ SOLID Principles
- ❖ Generics
- ❖ Create Generics Example
- ❖ Circular Dependencies and how to resolve them
- ❖ Setter Dependency Injection (SDI) vs Constructor Dependency Injection (CDI) and how to create them (Dependency Injection by Setter Method)
- ❖ Exception Framework which you have used in your project
- ❖ Microservices Design Pattern
- ❖ Triangular Feed Pattern in microservices
- ❖ API gateway in microservices
- ❖ Which API Gateway you have used in your project

- ❖ Rest Api Creation in Spring Boot
- ❖ Autoconfiguration in Spring Boot
- ❖ Request and Response headers in Rest Api Spring Boot

Program

- ❖ Count No of Alphabet and Integers in String and Array
- ❖ Separate character and integer from a String and stored them in array
- ❖ Count No of 1 and 0 in List using Single Variable
- ❖ Count No of Repeated Element Frequencies in Array
- ❖ Sort Elements of Array in Descending Order
- ❖ Swap Values of Two Numbers without using 3rd Variable
- ❖ Reverse String without using any Temp Variable
- ❖ Reverse Values
- ❖ Reverse String Array
- ❖ Find All Numbers that start with 1 from given array in Java
- ❖ factorial using recursion
- ❖ print all alphabet in java normally and using inbuilt function also
- ❖ Lambda Expression Program
- ❖ Logic Problem => 8 Balls in 2 Steps
- ❖ Brute Force Approach
- ❖ 0/1 Knapsack Problem
- ❖ Travelling Salesman Problem
- ❖ Bubble Sort
- ❖ Selection Sort
- ❖ Quick Sort
- ❖ Binary Search
- ❖ Hashing and Hash Functions
- ❖ Find if two string belong to same family in Kotlin or not and also by rearranging them.
- ❖ Large set of integers given and we have to find out top 4 frequency repeated.
- ❖ List of Integers and return value divided by 3 using Java 8 – Stream Api
- ❖ Mutable Class Example
- ❖ Using Stream –
Input - Apple, banana, apple, Apple, kiwi, kiwi, orange, banana
Output - apple - 1 Apple - 2 banana - 2 kiwi – 2 orange – 1
Insertion order should remain as given in input
- ❖ String s1 ="abc";
String s2 = new String("abc");

```
System.out.println(s1 == s2);
```

```
System.out.println(s1.equals(s2));
```

O/P - false

 true

❖ Simple In-Memory Cache with Expiry

SQL

- ❖ Joins
- ❖ Create Index in SQL and Criteria for creating it
- ❖ SQL Functions – Types and example of it
- ❖ Multiple Primary Key is possible or not
- ❖ Indexes
- ❖ Query for maximum salary and using distinct also
- ❖

AWS

- ❖ Aws SKU
- ❖ S3 Bucket => Working, Advantage
- ❖ Compare to Normal Storage in Amazon => Local Drive
- ❖ Aws features used in project