

TECHNICAL INTERVIEW CHECKLIST



Technical Interview Checklist: The Most Comprehensive Prep Checklist to Nail Coding Interviews

Interview Kickstart offers the <u>best technical interview prep courses</u> that make you a better engineer and help you nail tech interviews. Since 2014, we have **trained over 10,000 experienced** software engineers. Our <u>alums</u> have landed **dream jobs** at Facebook, Apple, Amazon, Netflix, Google, and many more top tech companies.

The highest compensation received by an IK alum is a whopping \$1.267 Million!

From experience, we know that cracking tech interviews is not about practicing an insane number of problems. Instead, these problems can be organized and distilled into much fewer topics. In this checklist, we're sharing a bulk of that organization with you.

To learn more about us, visit www.interviewkickstart.com



Must-Learn Topics for Coding Interviews

Ш	Basic math
	Relevant parts of discrete math pertaining to combinatorics
	Algebra (linear and quadratic equations, arithmetic, and geometric series)
	Combinatorics
	Recursive mathematical functions
	■ Proofs by mathematical induction
	■ Decrease and conquer
	Asymptotic analysis
	Basic data structures
	For storing a collection of "n" like items
	Arrays
	■ Linked lists
	■ Stacks
	Queues and deques
	■ Linear search
	■ Binary search
	■ Binary search trees
	Hash tables
	Bit manipulation
	■ Conversion from base 10 to base 2 and vice versa
	Finite (32 bit) representation of an infinite number line
	Representing negative numbers (using 2s complement, Boolean operators)
	Multiplication and division
	Other data types (floating point, character encodings)



Binary search variants
■ Regular binary search
■ Bisection
■ Binary search for optimization
Sorting algorithms
Quicksort
■ Merge sort
■ <u>Heap sort</u>
■ <u>Bubble sort</u>
■ Selection sort
■ Insertion sort
■ Counting sort
■ Radix sort
■ Bucket sort
□ Cycle sort
Extensions of merge sort Two-pointer pass in two arrays
Extensions quicksort
Quickselect pattern
■ Three-way partitioning pattern
Two-sum pattern
Presorting vs. hash tables
Selection in a stream using heaps
Interval line sweep
Linked lists
■ Floyd Cycle detection
■ Sorting and partitioning
■ List reversal



Generic decrease and conquer for array problems
Prefix sum
Sliding windows
■ Fixed-length windows
■ Variable-length windows
Combinatorial enumeration
Backtracking
Tree traversal patterns
■ <u>BFS</u>
□ <u>DFS</u>
■ Top-down
■ Bottom-up
■ Boundary walk
■ Iterative
Tree construction patterns
Graphs foundation Graph theory
■ BFS/DFS on undirected graphs
■ BFS/DFS on directed graphs
■ BFS/DFS on 2D grids
Dynamic programming (DP)
■ DP on sequences
■ DP on sub-trees
■ DP on permutations
■ DP on subsets
■ DP on two-strings



Greedy algorithms foundations with interval problems
Advanced graphs
■ Bridges and articulation points
■ Strongly connected components (Tarjan, Kosaraju)
■ Union-find foundations and coding pattern
■ Eulerian path construction
■ Combinatorial optimization on graphs
■ Shortest-path problem
■ Minimum spanning trees
■ All-pairs shortest paths
■ State-space tree
■ Graph search
Advanced trees
□ AVL
■ Red-black
■ Segment
■ Binary-indexed
■ B-trees
Quad trees
Pattern matching
■ KMP
■ Rabin Karp
■ Tries
Ad has problems
Ad-hoc problems Such as design skip lists



Must-Learn Topics for Systems Design Interviews

Basics of systems design
Online Processing
■ Batch Processing
■ Stream Processing
Basics of networking
Network protocols
■ Webserver
□ Cryptographic hash functions
Scaling distributed applications
Reasons of scaling (data size, throughput, fault tolerance, geolocation and hotspots)
■ Horizontal scaling
■ Vertical scaling
■ Load balancing
■ Server proxy (reverse and forward)
■ CAP theorem
■ Content distribution networks
Replication
■ Single leader
■ Multileader
■ Leaderless
Sharding techniques
■ Partitioning vs. replication
■ Partitioning of key value data
■ Partitioning and secondary indexes
■ Rebalancing partitions



Measuring the performance of scalable system
■ Performance metrics of a scalable system
Correctness
Availability
Throughput
Response time
■ Service-level agreements
Cache
Reads and writes
■ LRU cache
■ Strategies
■ Consistent hashing
Storage and retrieval
Key-value stores
■ Relational database and tree index
SQL, normalization, and keys
ACID transactions
■ Big data
■ NoSQL
MapReduce and distributed file systems
■ MapReduce Framework
■ Distributed file system
Searching in a corpus of documents
■ Inverted index
■ External sort merge
■ K-way external sort-merge
■ Distributed sorting



Systems design case studies
■ URL shortener
■ Streaming services
■ Chat messenger server
■ Recommendation system
■ Maps
■ Search Engine
■ Unique ID generator
Object modeling Not required for all companies
■ Basics of UML
■ Design patterns
■ Composite pattern
■ Decorator pattern
■ Facade pattern
■ Visitor pattern
■ Flyweight pattern
Proxy pattern
Command pattern
Observer pattern
■ Strategy pattern
■ State pattern
■ Factory pattern
■ Singleton pattern
Basics of API design
■ RESTful API design
■ SOLID principles



Concurrency
Not required for all companies
□ Parallelism vs. concurrency
■ Blocked vs. running
■ Mutex
□ Cross-process mutex
■ Condition variable
■ Semaphore
Atomic operations
□ Deadlock

Find out how Interview Kickstart can help you master these topics and nail tech interviews at FAANG and Tier-1 tech companies — sign up now for our FREE webinar

Register Now!

Note: This list is more aligned to core software engineering roles. If you come from a more specialized domain, such as data engineering, you only need a subset of these topics. However, in such specialized domains, you also need specialized courses to interview-hone your skills, which Interview Kickstart offers separately. Join our free webinar to learn more.