



TECHNICAL INTERVIEW CHECKLIST





Technical Interview Checklist: The Most Comprehensive Prep Checklist to Nail Coding Interviews in 2021

Interview Kickstart offers the [best technical interview prep courses](#) that make you a better engineer and help you nail tech interviews. Since 2014, we have **trained over 6200 experienced** software engineers. Our [alums](#) 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 [\\$933,000!](#)

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.

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Must-Learn Topics for Coding Interviews

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](#)
- [Heap sort](#)
- [Bubble sort](#)
- [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

[BFS](#)

[DFS](#)

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-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

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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.