

Tech Interview Cheat Sheet

by DesertGarnet via cheatography.com/130725/cs/30906/

Algorithms (cont)

n In

C# String Methods

Compar-

IndexOf()

Remove()

Replace()

Substr-

ing()

eTo()

2

n

n^2

Quick Sort works better for small arrays

Merge Sort works better for linked lists and

is consistent for any size of data

Compare

two strings

Returns

the index

position of

occurrence

character

deletes all

characters

beginning

specified

position.

replaces

specified

character

another

returns

his method

with

index

first

the

from

n log n probabilistic

guarantee; fastest

str2.C omp are

str1.I nde xOf

str1.R emo ve(

str1.R epl ace

str1.S ubs tri

[']);

in practice

Quick

Sort

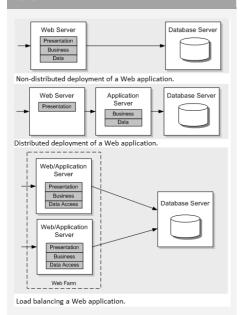
Presentation Layer Business Logic/workflows, reuse Layer Data Entity objects that pass data,

database type. SQL vs NoSQL

Also consider security of application.

Layer

System Design - Deployment Considerations



Consider the following guidelines for deployment:

- Consider using non-distributed deployment to maximize performance.
- Consider using distributed deployment to achieve better scalability and to allow each layer

to be secured separately.

Map Reduce Input Split Map Phase Shuffle and Sort Phase A B R A C C C R A C B A C

The MapReduce algorithm contains two important tasks, namely Map and Reduce. The Map task takes a set of data and

SQL vs NoSQL SQL Language used for relational databases Scaled vertically by increasing power (more common), scaled horizontally by partitioning Tables and columns, rows, Have constrained logical relationships Must exhibit ACID properties MS-SQL, Oracle, Access, Ingress NoSQL Language used for non relational Scales better horizontally using master-slave architecture Multiple formats: Column, Key-Value, Document, Graph Adheres to CAP MongoDB, DynamoDB, CouchDB Use data is small SQL when: Conceptually modeled as tabular consistency is critical Use Graph or hierarchial data NoSQL when: Data sets which are both large and mutate significantly Businesses growing extremely fast but lacking data schemata ACID - Atomicity, Consistency, Isolation, Durability CAP - Consistency, Availabity, Partition

tolerance

				substring.	
Algorithms				Substr ing (Int32)	
Algorithm	BEST	AVERAGE	WORST	Not@ubstr ing (Int32, Int32) //star	
Insertion	n	½ n^2	½ n^2	usetfor length	
Sort				small or	
				par C# List Methods	
				sorted	
				arrays	
Merge	½ n	n lg n	n lg n	n log n	
Sort	lg n			guarantee;	
				stable	

converts it into another set of data, where individual elements are broken down into tuples (key-value pairs).

The Reduce task takes the output from the Map as an input and combines those data tuples (key-value pairs) into a smaller set of tuples.

Binary Sea rch() Binary Sea rch Binary Sea rch() Binary Search Binary Sear			
the elements in the current List <t> to another type, and returns a list containing the converted elements. IndexOf() Returns the zero-based index of the first occurrence of a value in the List<t> or in a</t></t>	Binary Sea	rch()	binary search algorithm to locate a specific element in the sorted List <t> or a</t>
zero-based index of the first occurrence of a value in the List <t> or in a</t>		1(C onv er	the elements in the current List <t> to another type, and returns a list containing the converted</t>
	IndexOf()		zero-based index of the first occurrence of a value in the List <t> or in a</t>



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C# List Methods (cont)

Sort()

Sorts the elements or a portion of the elements in the List<T>

Reverse()

Reverses the order of the elements in the List<T> or a portion of it.

Sort is QuickSort

Breadth First

An algorithm that searches a tree (or graph) by searching levels of the tree first, starting at the root.

Moves left to right on level, tracking children. Then moves to next level

Depth First

An algorithm that searches a tree (or graph) by searching depth of the tree first, starting at the root.

It traverses left down a tree until it cannot go further

traverses back up trying the right child of nodes on that branch, and if possible left from the right children

When finished examining a branch it moves to the node right of the root then tries to go left on all it's children until it reaches the

When to use Optimal for searching a tree that is wider than it is deep

Uses a queue to store information about the tree while it traverses a tree so uses more memory than DFS

Search Basics (cont)

When to Optimal for searching a tree use DFS that is deeper than it is wide.

> Uses a stack to push nodes onto.

Search

Search

bottom.

BFS:

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