

## Previous Year NVIDIA Interview Questions

- Q1. What is the difference between union and struct?
- Q2. What is an interrupt?
- Q3. What is thread?
- Q4. What is the order of calling of constructors and destructors in class hierarchy? Explain.
- Q5. Explain Passing by value, passing by pointer and passing by reference?
- Q6. What is composition and aggregation?
- Q7. Explain compiling and linking in brief?
- Q8. What is the difference between HTTP GET and HTTP Post? Explain.
- Q9. Explain pre-order, post-order and in-order binary tree traversal?
- Q10. What is the difference between pointers and references?
- Q11. Difference between array, vector, list and dequeue?
- Q12. What are RAM and ROM also explain difference between them?
- Q13. Explain in brief Client Server technology?
- Q14. What is the difference between heap and stack memory? When are they used?
- Q15. What is RITI?
- Q16. How will you get the number of instances created for a class from within the class?
- Q17. What is the difference between UDP and TCP protocols?

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Q18. Implement an algorithm to sort an array?

Q19. What is a DLL? Explain a few advantages of using DLLs.

Q20. What is the difference between `char a [] =string;` and `char .p =star;`?