F. No.: GGSIPU/CCGPC/2024/ 1086

18th July 2024

Sub. Placement opportunity for B.Tech (CSE, IT, ECE, AI&ML, AI&DS), M.Tech and MCA students of USICT and USAR, GGSIP University of the batch passing out in year 2025 in the company "Infosys".

Dear Placement Officer,

Greetings from CCGPC, GGSIPU!!!

Please find below details of Placement opportunity for B.Tech (CSE, IT, ECE, AI&ML, AI&DS), M.Tech and MCA students of USICT and USAR, GGSIP University of the batch passing out in year 2025 in the company "Infosys" for your reference and circulation to students to apply on given link by **21st July 2024, 10:00 AM:**

Registration Link – **https://forms.gle/LQWg3ieQR3UtDXWm9**

Name of Company – Infosys

Role - Specialist Programmer

CTC – INR 9.5 lakhs per annum

Selection Process – campus recruitment program will be conducted in a hybrid mode this year.
1. The test process would be an online assessment
2. The shortlisted students would be required to undergo in-person interview to assess their technical and behavioral competency.

Eligibility criteria:
- **Courses**: B.Tech, M.Tech, and MCA
- **Branches:** CSE, IT, ECE, AI&ML, AI&DS
- **Academic Criteria** – Attached.
- No active backlogs are allowed.

Please find attached the Academic Criteria, Instructions and Sample Questions.

Submission Deadline:
LAST DATE FOR REGISTRATION IS **21st July 2024, 10:00 AM.**

(Dr. Nisha Singh)
Training and Placement Officer
CCGPC, GGS IP University

INFOSYS CAMPUS RECRUITMENT PROGRAM

ELIGIBILITY CRITERIA

Class 10	Class 12	Diploma (if applicable)	B.E./B. Tech	M.E./M. Tech
60% or equivalent	60% or equivalent	65%	65%	Not applicable
60% or equivalent	60% or equivalent	65%	6 (on 10)	Not applicable
60% or equivalent	60% or equivalent	65%	65%	65%
60% or equivalent	60% or equivalent	65%	6 (on 10)	65%
60% or equivalent	60% or equivalent	65%	65%	6 (on 10)
60% or equivalent	60% or equivalent	65%	6 (on 10)	6 (on 10)

All percentages/CGPA should be simple average for all subjects/semesters/years, including electives, optional subjects, additional subjects, practical subjects and languages.

In case the candidate has done both Class 12 and Diploma, the best of the two is taken into consideration.

No active backlogs are allowed.

Candidate should be willing to relocate to any location as required by Infosys.

Candidate should be willing to work in different technologies as required by Infosys.

IMPORTANT INSTRUCTIONS FOR CANDIDATES
PARTICIPATING IN THE INFOSYS RECRUITMENT PROCESS

1. It is mandatory that your original college ID card is available with you during the virtual interview.

2. Simple average includes marks obtained in all subjects/semesters/years including electives, optional subjects, additional subjects, practical, and languages. **We require you to calculate simple average marks as per the instructions below:**

   - To get Simple Average, aggregate percentages for Class 10, Class 12, Graduation, and Post-graduation, including all languages, additional subjects, practical, and optional subjects. (Refer to the given illustration.)

   - If your college follows a CGPA system, please ensure that the CGPA is calculated taking into account each course that you have undertaken in the curriculum, including optional or additional subjects (if any).

   - If you have done your Diploma after Class 10 and have joined directly as a lateral entrant into the second year of B.E./B. Tech, please calculate the aggregate for all the three years of Diploma, including all languages/optional subjects/additional subjects undertaken. Calculate the aggregate for Engineering from the second year (third semester) onwards to the final semester, as applicable.

   - If your school follows a grade system, please enter the simple average of marks equivalent to it.

X/XII Standard			Diploma/Graduation/Post-Graduation												
	MarksObtained	Max.Marks	Courses	MarksObtained	Max.Marks	Courses	MarksObtained	Max.Marks	Courses	MarksObtained	Max.Marks	Courses	MarksObtained	Max.Marks
Subject1	60	100	Course-1	81	100	Course-8	87	100	Course-15	77	100	Course-22	87	100
Subject2	73	100	Course-2	79	100	Course-9	62	75	Course-16	39	50	Course-23	78	100
Subject2Practicals	26	50	Course-3	62	75	Course-10	74	100	Course-17	88	50	Course-24	87	100
Subject3	82	100	Course-4	91	100	Course-11	91	100	Course-18	83	100	Course-25	83	100
Subject3Practicals	52	100	Course-5	90	100	Course-12	35	50	Course-19	80	100	Course-26	82	100
Optional -1	77	100	Course-6	38	50	Course-13	78	100	Course-20	38	50	Course-27	89	100
Additional Subject-1	48	75	Practicals	89	100	Optional	80	100	Optional	69	100	Course-28	92	100
	418	625		530	625		507	625		474	600		598	700
SimpleAverage/Aggregate=418/625=66.88%			SimpleAverage/Aggregate=(530+507+474+598)/(625+625+600+700)=82.70%											

<u>Samples of Infosys Online Test</u>

Sample Test 1

- While playing an RPG game, you were assigned to complete one of the hardest quests in this game. There are **n** monsters you'll need to defeat in this quest. Each monster **i** is described with two integer numbers - $power_i$ and $bonus_i$. To defeat this monster, you'll need at least $power_i$ experience points. If you try fighting this monster without having enough experience points, you lose immediately. You will also gain $bonus_i$ experience points if you defeat this monster. You can defeat monsters in any order.

  The quest turned out to be very hard - you try to defeat the monsters but keep losing repeatedly. Your friend told you that this quest is impossible to complete. Knowing that, you're interested, what is the maximum possible number of monsters you can defeat? *(Question difficulty level: Hardest)*

  Input:
  The first line contains an integer, n, denoting the number of monsters.
  The next line contains an integer, e, denoting your initial experience.
  Each line i of the n subsequent lines (where 0 ≤ i < n) contains an integer, $power_i$, which represents power of the corresponding monster.
  Each line i of the n subsequent lines (where 0 ≤ i < n) contains an integer, $bonus_i$, which represents bonus for defeating the corresponding monster.

  Sample cases:

Input	Output	Output description
2 123 78 130 10 0	2	Initial experience level is 123 points. Defeat the first monster having power of 78 and bonus of 10. Experience level is now 123+10=133. Defeat the second monster.
3 100 101 100 304 100 1 524	2	Initial experience level is 100 points. Defeat the second monster having power of 100 and bonus of 1. Experience level is now 100+1=101. Defeat the first monster having power of 101 and bonus of 100. Experience level is now 101+100=201. The third monster can't be defeated.

- **Unique Birthday Gift**
  Your birthday is coming soon and one of your friends, Alex, is thinking about a gift for you. He knows that you really like integer arrays with interesting properties.

He selected two numbers, **N** and **K** and decided to write down on paper all integer arrays of length **K** (in form **a[1], a[2], ..., a[K]**), where every number **a[i]** is in range from **1** to **N**, and, moreover, **a[i+1]** is divisible by **a[i]** *(where 1 < i <= K)*, and give you this paper as a birthday present.

Alex is very patient, so he managed to do this. Now you're wondering, how many different arrays are written down on this paper?

Since the answer can be really large, print it **modulo 10000**.

Input:
The first line contains an integer, n, denoting the maximum possible value in the arrays.
The next line contains an integer, k, denoting the length of the arrays.

Sample cases:

Input	Output	Output description
2 1	2	The required length is 1, so there are only two possible arrays: [1] and [2].
2 2	3	All possible arrays are [1, 1], [1, 2], [2, 2]. [2, 1] is invalid because 1 is not divisible by 2.
3 2	5	All possible arrays are [1, 1], [1, 2], [1, 3], [2, 2], [3, 3].

Sample Test 2

- **Bitwise subsequence**
  You have an array **A** of **N** integers $A_1 A_2 .. A_n$. Find the longest increasing subsequence $A_{i1} A_{i2} .. A_k$ (1 <= k <= N) that satisfies the following condition:
  For every adjacent pair of numbers of the chosen subsequence $A_{i[x]}$ and $A_{i[x+1]}$ (1 < x < k*)*, the expression($A_{i[x]}$ & $A_{i[x+1]}$) * 2 < ($A_{i[x]}$ | $A_{i[x+1]}$) is true

  Note: '&' is the bitwise AND operation, ' | ' is the bit-wise OR operation

  Input:
  The first line contains an integer, N, denoting the number of elements in A.
  Each line i of the N subsequent lines (where 0 ≤ i < N) contains an integer describing Ai.

  Sample cases:

Input	Output	Output description
5 15 6 5 12 1	2	One possible subsequence is: 5 12

6 9 17 2 15 5 2	2	One possible subsequence is: 2 15
7 17 16 12 2 8 17 17	3	One possible subsequence is: 2 8 17

- **Grid Path**
  Given a grid. Each cell of the grid contains a single integer value. These values are described by 2D integer array **a** with **N** rows and 2 columns, where **a[i][j]** is the value in the cell located in row **i**, column **j**.

  Standing in **(i; j)**, the player can move to any cell of the next row **(i+1; j2)** under the condition that **a[i+1][j2] > a[i][j]**. In other words, the value in the next cell of the player's path should be strictly greater than the value in the current cell of the player's path.
  The player can't make any moves if he's already in the last row.

  If the player starts in any cell of the first row (either **(1; 1)** or **(1; 2)**), what is the maximum possible total sum of values in all cells he can visit on his path?

  Print the answer **modulo 10^9+7**.

  Input:
  The first line contains an integer, n, denoting the number of rows in a.
  The next line contains an integer, 2, denoting the number of columns in a.
  Each line i of the n subsequent lines (where 0 ≤ i < n) contains 2 space separated integers each describing the row a[i].

  Sample cases:

Input	Output	Output description
2 1 2 3 4	6	Optimal path is (1;2)->(2;2). The answer is 2+4=6.
2 7 8 5 5	8	No moves are possible from the first row. So start in (1; 2) and collect just 8.

3 1 1 2 2 3 3	6	One of the optimal paths is (1;1)->(2;1)->(3;1). The answer is 1+2+3=6.