

Exam-Day Playbook

Before launching the test

- Verify laptop power, stable internet, browser permissions and permitted rough paper.
- Keep water nearby. Do not take a heavy meal immediately before the assessment.
- Read all instructions, especially section order, navigation, negative marking and language options.
- Treat tutorial screens in the gamified modules seriously. Aon states that explanatory stages are not time-limited, so use them to understand the interaction before scoring begins.

MCQ time budgets

Section	Average	First-pass rule
Aptitude	60 sec/question	Move after 45–60 seconds unless the method is obvious
Technical	60 sec/question	Use elimination; do not derive an entire textbook proof
Pseudocode	60 sec/question	Write a tiny variable table; leave long traces for pass two

Coding: 30-minute split

1. First 2 minutes: understand input, output, constraints and examples.
2. Next 2 minutes: list edge cases and choose the simpler problem.
3. Spend at most 11 minutes obtaining a correct first solution for Problem 1.
4. Test Problem 1 manually before moving.
5. Spend the next 11–12 minutes on Problem 2.
6. Use the remaining time for boundary cases and compilation.

If a problem is genuinely hard, submit a correct partial/simple approach instead of leaving an empty editor.

Section-specific traps

- Aptitude: a percentage increase and equal percentage decrease do not cancel.
- Technical: read words such as "best", "worst", "always", "only" and "not".
- Pseudocode: assignment changes a value; comparison does not. Track each update in order.
- Games: speed follows understanding. Random clicking reduces both accuracy and confidence.

After each section

Do not replay a mistake in your head. Reset, breathe once, and start the next section fresh.

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