



C++ INSTITUTE CLE-10-01

**C++ Institute CLE Certified Entry-Level Programmer Certification
Questions & Answers**

Exam Summary – Syllabus – Questions

CLE-10-01

CLE - C Certified Entry-Level Programmer

30 Questions Exam – 70% Cut Score – Duration of 45 minutes

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Know Your CLE-10-01 Certification Well:

The CLE-10-01 is best suitable for candidates who want to gain knowledge in the C++ Institute C Programming. Before you start your CLE-10-01 preparation you may struggle to get all the crucial CLE Certified Entry-Level Programmer materials like CLE-10-01 syllabus, sample questions, study guide.

But don't worry the CLE-10-01 PDF is here to help you prepare in a stress-free manner.

The PDF is a combination of all your queries like-

- What is in the CLE-10-01 syllabus?
- How many questions are there in the CLE-10-01 exam?
- Which Practice test would help me to pass the CLE-10-01 exam at the first attempt?

Passing the CLE-10-01 exam makes you CLE - C Certified Entry-Level Programmer. Having the CLE Certified Entry-Level Programmer certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

C++ Institute CLE-10-01 CLE Certified Entry-Level Programmer Certification Details:

Exam Name	CLE - C Certified Entry-Level Programmer
Exam Code	CLE-10-01
Exam Price	\$69 (USD)
Duration	45 mins
Number of Questions	30
Passing Score	70%
Books / Training	<u>C Essentials 1 (Basics) (Edube, self-enroll/self-study)</u>
Schedule Exam	<u>OpenEDG Testing Service - TestNow</u>
Sample Questions	<u>C++ Institute CLE Certified Entry-Level Programmer Sample Questions</u>
Practice Exam	<u>C++ Institute CLE-10-01 Certification Practice Exam</u>

CLE-10-01 Syllabus:

Topic	Details	Weights
Basic Concepts	<ul style="list-style-type: none"> - fundamental concepts: compilation and the compiler, IDE, language elements, lexis, syntax and semantics, C keywords, instructions, machine/natural/artificial languages, portability - literals: char; integer, floating-point, and double type numbers; scientific notations, strings - comments - the printf() and puts() functions - the return keyword - the main() function - numeral systems (binary, octal, decimal, hexadecimal) - basic operators: * / % / + – = - variables 	13.25%
Data Types, Evaluations, and Basic I/O Operations	<ul style="list-style-type: none"> - primary and derived data types, modifiers - type casting and conversions - declaring variables, assigning values to variables - defining constants, - accuracy of floating-point numbers - basic input and output operations using the scanf(), puts(), printf() functions - formatting output, format specifiers - type casting - header files - basic calculations 	13.25%
Arithmetic, logical, and bitwise operators	<ul style="list-style-type: none"> - operators: unary and binary, priorities and binding - basic calculations - incrementation and decrementation operators - shortcut operators - rounding the numbers - bitwise shifts (>> and <<) 	13.25%

Topic	Details	Weights
	<ul style="list-style-type: none"> - logical operations: and, or, not - the truth table 	
Flow control: decision-making statements	<ul style="list-style-type: none"> - conditional statements: if, if-else, if-else if, if-else if-else - multiple conditional statements - nested conditions - switch and case - the default keyword - control instructions 	13.25%
Flow control: loops	<ul style="list-style-type: none"> - building loops: while, for, do...while - iterating through sequences - infinite loops - loop elements, and loop execution - nesting loops - controlling loop execution: break, continue 	16.50%
Arrays, pointers, and memory management	<ul style="list-style-type: none"> - creating and initializing arrays - indexing and manipulating arrays - sorting data in arrays - initiators - pointers, the NULL pointer, pointer arithmetic - addresses, references, dereferences, the sizeof operator - pointers vs. arrays - multidimensional arrays - arrays of pointers - the void type - memory allocation and deallocation: the malloc() and free() functions 	16.50%
String manipulation	<ul style="list-style-type: none"> - character arrays, the ASCII code, - string initialization - string functions: strcpy, strlen, strcat - processing strings - string header files 	7%
The Basics of Functions	<ul style="list-style-type: none"> - functions, parameters, definitions, declarations, invocations - creating user-defined functions - using selected C library functions 	7%

C++ Institute CLE-10-01 Sample Questions:

Question: 1

The _____ keyword is used to end a particular case in a switch statement.

- a) break
- b) continue
- c) exit
- d) return

Answer: a

Question: 2

Which of the following can be used to make a decision in C?

- a) if
- b) switch
- c) while
- d) for
- e) else

Answer: a, b

Question: 3

Identify the conditions that would evaluate as true in the following if statement:
if (a > 0 && b < 10)

- a) a = 5, b = 9
- b) a = 0, b = 10
- c) a = 1, b = 10
- d) a = 3, b = 8
- e) a = -5, b = 5

Answer: d

Question: 4

Which of the following are valid C keywords?

- a) static
- b) define
- c) return
- d) void
- e) class

Answer: a, c, d

Question: 5

What is the default return type of the main() function in C?

- a) void
- b) char
- c) int
- d) float

Answer: c

Question: 6

Select all functions that are used for dynamic memory allocation in C.

- a) malloc()
- b) calloc()
- c) realloc()
- d) new()
- e) delete()

Answer: a, b, c

Question: 7

In C, the _____ function reads formatted data from the standard input.

- a) scanf()
- b) gets()
- c) puts()
- d) print()

Answer: a

Question: 8

Which function in C is used to display formatted output?

- a) puts()
- b) print()
- c) display()
- d) printf()

Answer: d

Question: 9

Select the valid input functions in C for reading data.

- a) scanf()
- b) gets()
- c) read()
- d) input()
- e) fscanf()

Answer: a, b, e

Question: 10

Which keyword can be used within a switch statement to handle cases not explicitly matched by any case label?

- a) else
- b) default
- c) case
- d) continue

Answer: b

Study Guide to Crack C++ Institute CLE Certified Entry-Level Programmer CLE-10-01 Exam:

- Getting details of the CLE-10-01 syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the CLE-10-01 exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the C++ Institute provided training for CLE-10-01 exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the CLE-10-01 sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on CLE-10-01 practice tests is must. Continuous practice will make you an expert in all syllabus areas.

Reliable Online Practice Test for CLE-10-01 Certification

Make EduSum.com your best friend during your C++ Institute CLE - C Certified Entry-Level Programmer exam preparation. We provide authentic practice tests for the CLE-10-01 exam. Experts design these online practice tests, so we can offer you an exclusive experience of taking the actual CLE-10-01 exam. We guarantee you 100% success in your first exam attempt if you continue practicing regularly. Don't bother if you don't get 100% marks in initial practice exam attempts. Just utilize the result section to know your strengths and weaknesses and prepare according to that until you get 100% with our practice tests. Our evaluation makes you confident, and you can score high in the CLE-10-01 exam.

Start Online practice of CLE-10-01 Exam by visiting URL

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