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# C++ INSTITUTE CLA-11-03

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**C++ Institute CLA Certified Associate Programmer Certification  
Questions & Answers**

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Exam Summary – Syllabus – Questions

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**CLA-11-03**

**[CLA - C Certified Associate Programmer](#)**

**55 Questions Exam – 70% Cut Score – Duration of 65 minutes**

## Table of Contents:

|   |   |
|---|---|
| Know Your CLA-11-03 Certification Well:.....  | 2 |
| C++ Institute CLA-11-03 CLA Certified Associate<br>Programmer Certification Details:.....     | 2 |
| CLA-11-03 Syllabus: .....   | 3 |
| C++ Institute CLA-11-03 Sample Questions:.....  | 5 |
| Study Guide to Crack C++ Institute CLA Certified<br>Associate Programmer CLA-11-03 Exam:..... | 8 |

## Know Your CLA-11-03 Certification Well:

The CLA-11-03 is best suitable for candidates who want to gain knowledge in the C++ Institute C Programming. Before you start your CLA-11-03 preparation you may struggle to get all the crucial CLA Certified Associate Programmer materials like CLA-11-03 syllabus, sample questions, study guide.

But don't worry the CLA-11-03 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 CLA-11-03 syllabus?
- How many questions are there in the CLA-11-03 exam?
- Which Practice test would help me to pass the CLA-11-03 exam at the first attempt?

Passing the CLA-11-03 exam makes you CLA - C Certified Associate Programmer. Having the CLA Certified Associate 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 CLA-11-03 CLA Certified Associate Programmer Certification Details:

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|---------------------|--|
| Exam Name           | CLA - C Certified Associate Programmer   |
| Exam Code           | CLA-11-03  |
| Exam Price          | \$295 (USD)  |
| Duration            | 65 mins  |
| Number of Questions | 55   |
| Passing Score       | 70%  |
| Books / Training    | <a href="#">C Essentials 1 (Basics) (Edube, self-enroll/self-study)</a><br><a href="#">C Essentials 2 - (Intermediate) (Edube, self-enroll/self-study)</a> |
| Schedule Exam       | <a href="#">Pearson VUE</a>  |
| Sample Questions    | <a href="#">C++ Institute CLA Certified Associate Programmer Sample Questions</a>  |
| Practice Exam       | <a href="#">C++ Institute CLA-11-03 Certification Practice Exam</a>  |

## CLA-11-03 Syllabus:

| Topic           | Details  |
|-----------------|--|
| Absolute basics | <ul style="list-style-type: none"><li>- languages: natural and artificial,</li><li>- machine languages,</li><li>- high-level programming languages,</li><li>- obtaining the machine code: compilation process,</li><li>- writing simple programs,</li><li>- variables,</li><li>- integer values in real life and in C,</li><li>- integer literals.</li></ul>   |
| Data Types      | <ul style="list-style-type: none"><li>- floating point values in real life and in C,</li><li>- float literals,</li><li>- arithmetic operators,</li><li>- priority and binding,</li><li>- post- and pre-incrementation and decrementation,</li><li>- operators of type op=,</li><li>- char type and ASCII code,</li><li>- char literals,</li><li>- equivalence of int and char data,</li><li>- comparison operators,</li><li>- conditional execution and if keyword,</li><li>- printf() and scanf() functions.</li></ul>  |
| Flow control    | <ul style="list-style-type: none"><li>- conditional execution: the "else" branch,</li><li>- integer and float types,</li><li>- conversions,</li><li>- typecast and its operators,</li><li>- loops – while, do and for,</li><li>- controlling the loop execution – break and continue,</li><li>- logical and bitwise operators.</li></ul>   |
| Arrays          | <ul style="list-style-type: none"><li>- switch: different faces of 'if',</li><li>- arrays (vectors),</li><li>- sorting in real life and in a computer memory,</li><li>- initiators,</li><li>- pointers,</li><li>- an address, a reference, a dereference and the sizeof operator,</li><li>- simple pointer and pointer to nothing (NULL),</li><li>- &amp; operator,</li><li>- pointers arithmetic,</li><li>- pointers vs. arrays: different forms of the same phenomenon,</li><li>- using strings,</li><li>- basic functions dedicated to string manipulation.</li></ul> |

| Topic                                 | Details  |
|---------------------------------------|--|
| Memory management and structures      | <ul style="list-style-type: none"> <li>- array indexing,</li> <li>- the usage of pointers: perils and disadvantages,</li> <li>- void type,</li> <li>- arrays of arrays and multidimensional arrays,</li> <li>- memory allocation and deallocation: malloc() and free() functions,</li> <li>- arrays of pointers vs. multidimensional arrays,</li> <li>- structures,</li> <li>- declaring, using and initializing structures,</li> <li>- pointers to structures and arrays of structures,</li> <li>- basics of recursive data collections.</li> </ul>   |
| Functions                             | <ul style="list-style-type: none"> <li>- functions,</li> <li>- how to declare, define and invoke a function,</li> <li>- variables' scope, local variables and function parameters,</li> <li>- pointers, arrays and structures as function parameters,</li> <li>- function result and return statement,</li> <li>- void as a parameter, pointer and result,</li> <li>- parameterizing the main function,</li> <li>- external function and the extern declarator,</li> <li>- header files and their role.</li> </ul>   |
| Files and streams                     | <ul style="list-style-type: none"> <li>- files vs. streams,</li> <li>- header files needed for stream operations,</li> <li>- FILE structure,</li> <li>- opening and closing a stream, open modes, errno variable,</li> <li>- reading and writing to/from a stream,</li> <li>- predefined streams: stdin, stdout and stderr,</li> <li>- stream manipulation: fgetc(), fputc(), fgets() and fputs() functions,</li> <li>- raw input/output: fread() and fwrite() functions.</li> </ul>   |
| Preprocessor and complex declarations | <ul style="list-style-type: none"> <li>- preprocessor,</li> <li>- #include: how to make use of a header file,</li> <li>- #define: simple and parameterized macros,</li> <li>- #undef directive,</li> <li>- predefined preprocessor symbols,</li> <li>- macrooperators: # and ##,</li> <li>- conditional compilation: #if and #ifdef directives,</li> <li>- avoiding multiple compilations of the same header files,</li> <li>- scopes of declarations, storage classes,</li> <li>- user –defined types,</li> <li>- pointers to functions,</li> <li>- analyzing and creating complex declarations.</li> </ul> |

## C++ Institute CLA-11-03 Sample Questions:

### Question: 1

Which of the following is a valid complex pointer declaration in C?

- a) `int *ptr;`
- b) `int **ptr;`
- c) `int (*ptr)[10];`
- d) `int *ptr();`

**Answer: c**

### Question: 2

Which of the following are advantages of pointers?

- a) Efficient array manipulation
- b) Dynamic memory allocation
- c) Direct access to memory
- d) Improved code readability
- e) Increased memory security

**Answer: a, b, c**

### Question: 3

What does the following code print?

```
void printHello() {  
    printf("Hello");  
}  
  
printHello();
```

- a) Hello
- b) Error
- c) Nothing
- d) HelloHello

**Answer: a**

**Question: 4**

**Which operators can be used with the char type in C?**

- a) +
- b) -
- c) %
- d) /
- e) \*

**Answer: a, b**

**Question: 5**

**What is the purpose of the main() function in C?**

- a) To define variables
- b) To start program execution
- c) To store data
- d) To terminate the program

**Answer: b**

**Question: 6**

**Select the correct characteristics of a high-level programming language)**

- a) Human-readable
- b) Machine-independent
- c) Requires a compiler
- d) Directly understood by hardware
- e) Easier to debug

**Answer: a, b, c, e**

**Question: 7**

**Which keyword is used to define a void pointer in C?**

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

**Answer: d**

**Question: 8**

**Which of the following are correct characteristics of a recursive function?**

- a) It calls itself
- b) It must have a base case
- c) It creates infinite loops by default
- d) It uses more memory than iterative solutions
- e) It is always faster than loops

**Answer: a, b, d**

**Question: 9**

**How is a structure defined in C?**

- a) struct name { members };
- b) structure name { members };
- c) class name { members };
- d) define struct { members };

**Answer: a**

**Question: 10**

**Which functions are used for raw input/output operations?**

- a) fgetc()
- b) fwrite()
- c) fread()
- d) fputc()
- e) fprintf()

**Answer: b, c**



## Study Guide to Crack C++ Institute CLA Certified Associate Programmer CLA-11-03 Exam:

- Getting details of the CLA-11-03 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 CLA-11-03 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 CLA-11-03 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 CLA-11-03 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 CLA-11-03 practice tests is must. Continuous practice will make you an expert in all syllabus areas.

### Reliable Online Practice Test for CLA-11-03 Certification

Make EduSum.com your best friend during your C++ Institute CLA - C Certified Associate Programmer exam preparation. We provide authentic practice tests for the CLA-11-03 exam. Experts design these online practice tests, so we can offer you an exclusive experience of taking the actual CLA-11-03 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 CLA-11-03 exam.

**Start Online practice of CLA-11-03 Exam by visiting URL**

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