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# C++ INSTITUTE CPE-20-01

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

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Exam Summary – Syllabus –Questions

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**CPE-20-01**

**CPE - C++ Certified Entry-Level Programmer**

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

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## Know Your CPE-20-01 Certification Well:

The CPE-20-01 is best suitable for candidates who want to gain knowledge in the C++ Institute C++ Programming. Before you start your CPE-20-01 preparation you may struggle to get all the crucial CPE Certified Entry-Level Programmer materials like CPE-20-01 syllabus, sample questions, study guide.

But don't worry the CPE-20-01 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 CPE-20-01 syllabus?
- How many questions are there in the CPE-20-01 exam?
- Which Practice test would help me to pass the CPE-20-01 exam at the first attempt?

Passing the CPE-20-01 exam makes you CPE - C++ Certified Entry-Level Programmer. Having the CPE 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 CPE-20-01 CPE Certified Entry-Level Programmer Certification Details:

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|---------------------|--|
| Exam Name           | CPE - C++ Certified Entry-Level Programmer   |
| Exam Code           | CPE-20-01  |
| Exam Price          | \$69 (USD)   |
| Duration            | 45 mins  |
| Number of Questions | 30   |
| Passing Score       | 70%  |
| Books / Training    | <a href="#"><b>C++ Essentials 1 (Basics) (Edube, self-enroll/self-study)</b></a>           |
| Schedule Exam       | <a href="#"><b>OpenEDG Testing Service - TestNow</b></a>                                   |
| Sample Questions    | <a href="#"><b>C++ Institute CPE Certified Entry-Level Programmer Sample Questions</b></a> |
| Practice Exam       | <a href="#"><b>C++ Institute CPE-20-01 Certification Practice Exam</b></a>                 |

## CPE-20-01 Syllabus:

| Topic                           | Details  | Weights |
|---------------------------------|--|---------|
| Syntax, literals, and operators | <ul style="list-style-type: none"> <li>- C++ syntax fundamentals: literals, symbols, code blocks, and keywords</li> <li>- C++ built-in types and their literals</li> <li>- main() function declaration conventions and parameters</li> <li>- operators: unary and binary, priorities and binding</li> <li>- numeric operators: * / % + -</li> <li>- post- and pre- increment and decrement operators: ++, --</li> <li>- short-circuit evaluations</li> <li>- bitwise operators: ~ &amp; ^   &lt;&lt; &gt;&gt;</li> <li>- logical (Boolean) operators: ! &amp;&amp;   </li> <li>- relational operators: == != &gt; &gt;= &lt; &lt;=</li> <li>- assignment and shortcut operators: = op=</li> <li>- basics of I/O streams operation</li> </ul> | 28%     |
| Flow control and functions      | <ul style="list-style-type: none"> <li>- conditional execution keywords: if, else</li> <li>- loop keywords: while, do, for</li> <li>- controlling loop execution keywords: break, continue</li> <li>- goto keyword and labeled statements</li> <li>- multiple-selection keywords: switch, case, default keywords</li> <li>- exiting the function: return keyword</li> <li>- defining, declaring and invoking functions</li> <li>- typed and void functions, return statement</li> <li>- passing arguments to parameters: by value, by reference, by pointer</li> <li>- recursion</li> </ul>  | 28%     |
| Vectors and pointers            | <ul style="list-style-type: none"> <li>- declaring, initializing and using vectors, declaring multidimensional arrays</li> <li>- the data() method</li> <li>- declaring pointers to C++ entities, the nullptr pointer</li> <li>- dereferencing pointers: * operator</li> <li>- obtaining pointers to existing data: &amp; operator</li> <li>- converting pointers using static_cast and dynamic_cast operators</li> <li>- assigning and releasing memory: new, delete and delete[] operators</li> </ul>  | 24%     |
| Structures and strings          | <ul style="list-style-type: none"> <li>- declaring and using structures</li> <li>- accessing structure's fields using . operator</li> <li>- vectors of structures: declaring and accessing</li> <li>- the std::string type and string literals</li> <li>- declaring, initializing, and using strings</li> <li>- basic string operations, comparing strings</li> </ul>  | 20%     |

## C++ Institute CPE-20-01 Sample Questions:

### Question: 1

Functions can pass arguments by \_\_\_\_\_ to avoid modifying the original variable.

- a) pointer
- b) reference
- c) value
- d) constant

**Answer: c**

### Question: 2

Which of the following functions returns the length of a `std::string`?

- a) `size()`
- b) `length()`
- c) `strlen()`
- d) Both `size()` and `length()`

**Answer: d**

### Question: 3

What can cause short-circuit evaluation in C++?

- a) Logical AND (`&&`)
- b) Logical OR (`||`)
- c) Equality operator (`==`)
- d) Not operator (`!`)
- e) Bitwise AND (`&`)

**Answer: a, b**

### Question: 4

Pointers initialized to \_\_\_\_\_ cannot be dereferenced.

- a) `nullptr`
- b) `0`
- c) `NULL`
- d) All of the above

**Answer: d**

**Question: 5**

What are characteristics of dynamically allocated memory?

- a) Managed using new and delete
- b) Resides on the stack
- c) Requires manual deallocation
- d) Can be resized with realloc()
- e) Lifetime is independent of scope

**Answer: a, c, e**

**Question: 6**

How do you declare a function in C++ that does not return any value?

- a) void functionName()
- b) int functionName()
- c) return functionName()
- d) null functionName()

**Answer: a**

**Question: 7**

Which functions are available to manipulate strings in C++?

- a) strcpy()
- b) std::string::replace()
- c) std::string::find()
- d) std::string::erase()
- e) strcmp()

**Answer: b, c, d**

**Question: 8**

The \_\_\_\_\_ operator is used to release dynamically allocated arrays.

- a) delete
- b) delete[]
- c) free
- d) clear

**Answer: b**

**Question: 9**

Which keywords are used to handle multiple conditions in C++?

- a) if
- b) else
- c) switch
- d) case
- e) continue

**Answer: a, b, c, d**

**Question: 10**

How do you declare an array of structures?

- a) struct Array[10];
- b) struct MyStruct array[10];
- c) MyStruct array[10];
- d) Both struct MyStruct array[10]; and MyStruct array[10];

**Answer: d**

## Study Guide to Crack C++ Institute CPE Certified Entry-Level Programmer CPE-20-01 Exam:

- Getting details of the CPE-20-01 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 CPE-20-01 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 CPE-20-01 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 CPE-20-01 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 CPE-20-01 practice tests is must. Continuous practice will make you an expert in all syllabus areas.

## Reliable Online Practice Test for CPE-20-01 Certification

Make EduSum.com your best friend during your CPE - C++ Certified Entry-Level Programmer exam preparation. We provide authentic practice tests for the CPE-20-01 exam. Experts design these online practice tests, so we can offer you an exclusive experience of taking the actual CPE-20-01 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 CPE-20-01 exam.

**Start Online practice of CPE-20-01 Exam by visiting URL**

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