IBPS Clerk Exam Pattern 2023

Prelims

SNo	Name of the Subjects	No. of Questions	Maximum Marks	Duration
1	English Language	30	30	20 minutes
2	Numerical Ability	35	35	20 minutes
3	Reasoning Ability	35	35	20 minutes
Total		**100**	**100**	**60 Minutes**

Mains

SNo	Name of the Subjects	No. of Questions	Maximum Marks	Duration
1	Reasoning Ability & Computer Aptitude	50	60	45 minutes
2	English Language	40	40	35 minutes
3	Quantitative Aptitude	50	50	45 minutes
4	General/ Financial Awareness	50	50	35 minutes
Total		**190**	**200**	**160 minutes**

IBPS Clerk Syllabus 2023 (Prelims & Mains) - Topics Wise

General English

- Substitution
- Active and Passive Voice
- Spotting Errors
- Synonyms
- Antonyms
- Sentence Completion
- Prepositions
- Transformation
- Passage Completion
- Sentence Arrangement
- Idioms and Phrases
- Spelling Test

- Joining Sentences
- Sentence Improvement
- Para Completion
- Fill in the blanks
- Error Correction (Phrase in Bold)
- Error Correction (Underlined Part)

Reasoning

- Puzzles
- Non-Verbal Reasoning
- Data Interpretation
- Verbal Reasoning
- Logical Reasoning
- Data Sufficiency
- Analytical Reasoning

Quantitative Aptitude

- Areas
- Time and Work Partnership
- Ratio and Proportion
- Time and Distance
- Problems on Trains
- Odd Man Out
- Numbers and Ages
- Pipes and Cisterns
- Simple Interest
- Problems on L.C.M and H.C.F
- Problems on Numbers
- Compound Interest
- Volumes
- Profit and Loss
- Probability
- Averages
- Races and Games
- Mixtures and Allegations
- Quadratic Equations
- Indices and Surds
- Mensuration
- Boats and Streams
- Simple Equations
- Percentages
- Permutations and Combinations

- Simplification and ApproXIIImation

General / Finance Awareness

- Indian Parliament
- Famous Days Dates
- Inventions and Discoveries
- Sports
- Indian History
- Famous Books Authors
- Indian Politics
- Indian Economy
- Rivers, Lakes, and Seas
- Famous Places in India
- Tourism
- General Science
- Current Affairs
- Countries and Capitals
- Artists
- Culture

Computer Aptitude

- Basic understanding of bases
- Logical gates like AND, OR, and NOR
- Binary and Decimal Number System – Interchange etc.
- Puzzles based on very simple flow charts