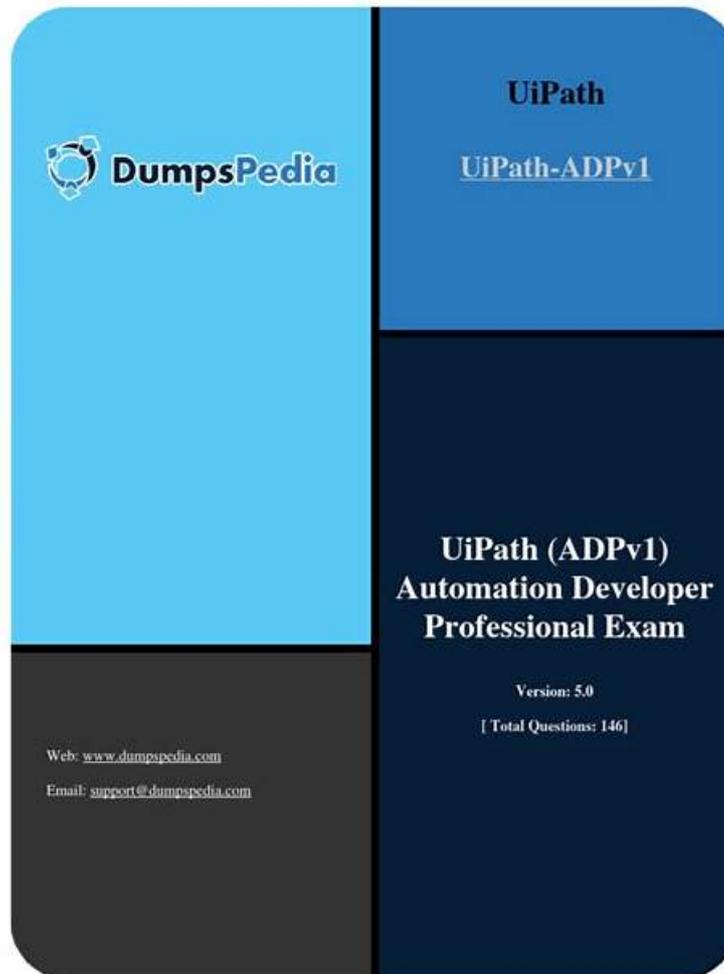


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UiPath (ADPv1) Automation Developer Professional Sample Questions (Q61-Q66):

NEW QUESTION # 61

What are the possible statuses after running any REFramework test case?

- A. PASS or FAIL.
- B. SUCCESS or EXCEPTION.
- C. MANUAL or AUTOMATIC.
- D. EXPECTED or ACTUAL.

Answer: A

Explanation:

After running any REFramework test case, the possible statuses are "PASS" or "FAIL". These indicate whether the test case succeeded or encountered an issue, respectively.

NEW QUESTION # 62

What is the use of job priorities in unattended automations within UiPath Orchestrator?

- A. To determine machine resource allocation among processes.
- B. To determine which processes should be executed first when dealing with multiple jobs.
- C. To sort and organize tasks within a folder.
- D. To create job dependencies that must be completed before new job execution.

Answer: B

Explanation:

The use of job priorities in unattended automations within UiPath Orchestrator is to determine which processes should be executed first when dealing with multiple jobs. Job priorities are values that can be assigned to jobs or triggers when they are created or edited. The possible values are High, Normal, and Low.

Job priorities affect the order in which the jobs are executed by the robots, with higher priority jobs being executed before lower priority jobs. Job priorities can help you to optimize the execution of your unattended automations, especially when you have limited resources or time-sensitive processes. You can also use job priorities to create job dependencies that must be completed before new job execution, by using the Start Job activity with the Wait for completion option and setting the priority of the child job to High.

References: [Job Priority], [Start Job]

NEW QUESTION # 63

A developer configured the properties for a Click activity as shown below:

□ What happens if the activity cannot find its target at runtime?

- A. The next activity is executed after 10 milliseconds.
- B. An exception is thrown after 10 milliseconds.
- C. The next activity is executed after 10 seconds.
- D. An exception is thrown after 10 seconds.

Answer: D

Explanation:

The Click activity has a property called TimeoutMS. This property specifies the amount of time (in milliseconds) to wait for the activity to be executed before an error is thrown. In this case, the TimeoutMS property is set to 10000 milliseconds (10 seconds). Therefore, if the activity cannot find its target at runtime, an exception will be thrown after 10 seconds.

NEW QUESTION # 64

The following table is stored in a variable called "dt".

What will the value of the qty variable be after executing the Assign activity?

- A. 0
- B. 1
- C. null
- D. 2

Answer: A

Explanation:

The value of the qty variable will be 80 after executing the Assign activity. This is because the expression in the Assign activity is using the LINQ methods AsEnumerable, SkipWhile, and Item to access the data in the dt variable. The dt variable is a DataTable that contains the following data:

Item

Quantity

apple

5

banana

10

mango

20

orange

80

grape

40

The AsEnumerable method converts the DataTable into an Enumerable collection of DataRow objects. The SkipWhile method skips the elements of the collection until the condition is false. The condition is a lambda expression that checks if the value of the Item column is equal to "mango". The (0) indexer returns the first element of the collection after skipping. The Item method accesses the value of the Quantity column of the DataRow. The ToString method converts the value into a string. Therefore, the expression will skip the first three rows of the DataTable and return the value of the Quantity column of the fourth row, which is 80.

References: [DataTable.AsEnumerable Method], [Enumerable.SkipWhile Method], [DataRow.Item Property]

NEW QUESTION # 65

A developer intends to enter text into an input field using a combination of a string and a hotkey. The input action should take place within a hidden or minimized window.

Which input method(s) can be used individually for the Type Into activity?

- A. Window Messages only.
- B. Same as App/Browser and Simulate.
- C. Simulate only.
- D. Simulate and Window Messages.

Answer: D

Explanation:

The Type Into activity has three input methods: Default, Simulate, and Window Messages. The Default method uses hardware drivers to send keystrokes to the target application, which means it requires the window to be active and visible. The Simulate and Window Messages methods use software drivers to send keystrokes to the target application, which means they can work in the background, even if the window is hidden or minimized. However, the Simulate method cannot send hotkeys, while the Window Messages method can. Therefore, the only input methods that can be used individually for the Type Into activity to enter text and hotkeys in a hidden or minimized window are Simulate and Window Messages. References:

*Type Into

*Input Methods

NEW QUESTION # 66

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