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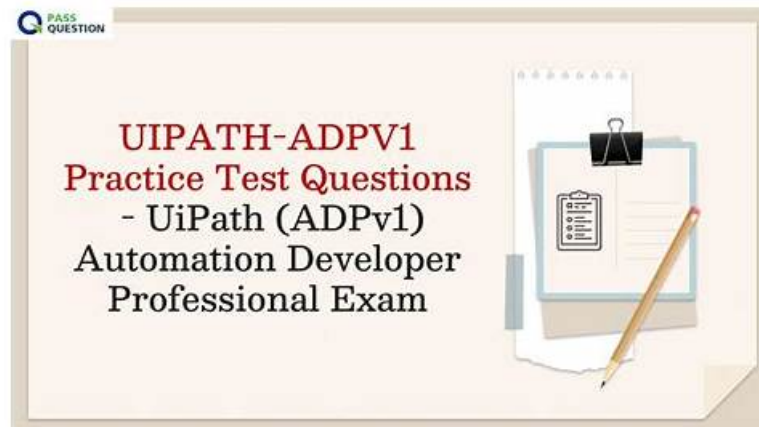
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UiPath UiPath-ADPv1 Exam Syllabus Topics:

Topic	Details
Topic 1	• Design and Development: This section covers designing workflows using sequences, flowcharts, and state machines, building reusable components with libraries, exception handling and debugging techniques, etc.
Topic 2	• UiPath Activities: In this section, the discussion is related to various UiPath activities for UI interaction, data manipulation, control flow, and more.
Topic 3	• Debugging and Testing: This section is about utilizing logging and debugging tools and adopting unit testing and test automation strategies.

Topic 4	• UiPath Studio Fundamentals: In this section, the focus is given to the understanding of Robotic Process Automation (RPA) concepts; it covers UiPath Studio and its components, Working with the UiPath user interface, project creation, management, and version control.

UiPath (ADPv1) Automation Developer Professional Sample Questions (Q188-Q193):

NEW QUESTION # 188
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. 2
- D. null

Answer: A

NEW QUESTION # 189
In a UiPath State Machine workflow, which section of State activity is used to specify conditional/triggers logic and multiple outgoing transitions in a state machine?

- A. Triggers
- B. Exit

- C. Transitions
- D. Entry

Answer: C

Explanation:
In a UiPath State Machine workflow, the Transitions section of the State activity is used to specify conditional
/triggers logic and multiple outgoing transitions in a state machine. Transitions are expanded when you double-click them, just like the State activity. They contain three sections: Trigger, Condition and Action, that enable you to add a trigger for the next state, or add a condition under which an activity or sequence is to be executed. Transitions are represented by arrows or branches between states. They define the flow of the state machine and the rules for moving from one state to another. You can add multiple transitions from a state, but only one transition can be taken at a time, based on the trigger or condition that is met first

NEW QUESTION # 190
A developer has designed a Performer process using the REFramework template in UiPath Studio. The process is published to an Orchestrator folder named "FolderA" and a job is created in Orchestrator from the package. The value of the OrchestratorQueueName setting in "Config.xlsx" is "QueueA" and the value of OrchestratorQueueFolder is "FolderA".
The developer runs the job from Orchestrator with the following argument values:
in_OrchestratorQueueName = "QueueB" in_OrchestratorOueueFolder = empty value Which queue will be consumed by the robot?

- A. OueueA from FolderA.
- B. QueueB from FolderA.
- C. QueueB from Shared.
- D. QueueA from Shared.

Answer: B

Explanation:
The queue that will be consumed by the robot is QueueB from FolderA. This is because the arguments passed from Orchestrator have priority over the settings from the Config file. Therefore, the value of in_OrchestratorQueueName overrides the value of OrchestratorQueueName, and the value of in_OrchestratorQueueFolder overrides the value of OrchestratorQueueFolder.
However, since the value of in_OrchestratorQueueFolder is empty, the default folder where the process is published is used, which is FolderA1.
The other options are not correct, because they do not reflect the values of the arguments passed from Orchestrator. For example:
Option A is incorrect, because the queue name is QueueA, not QueueB.
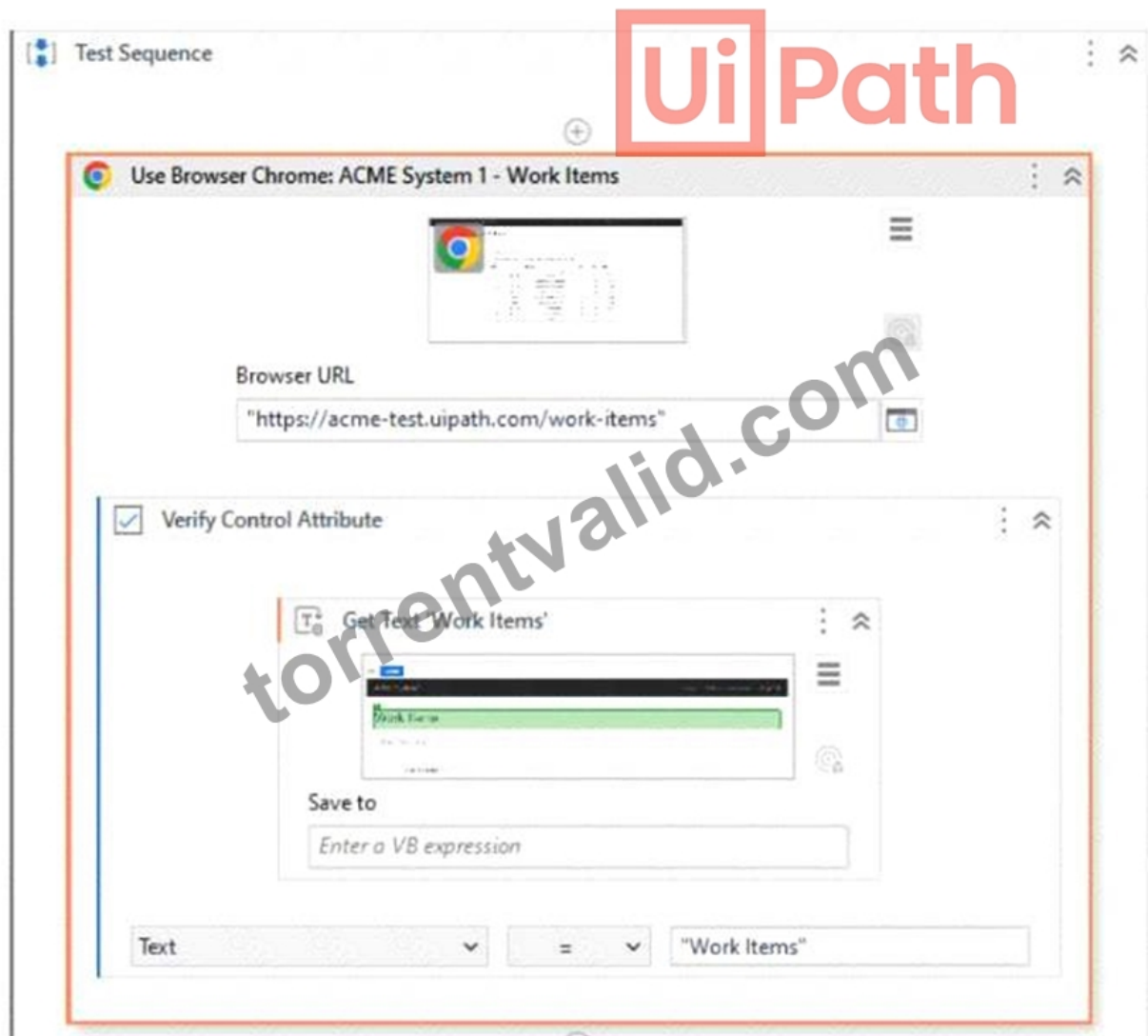Option B is incorrect, because the queue folder is Shared, not FolderA.
Option D is incorrect, because the queue folder is Shared, not FolderA.
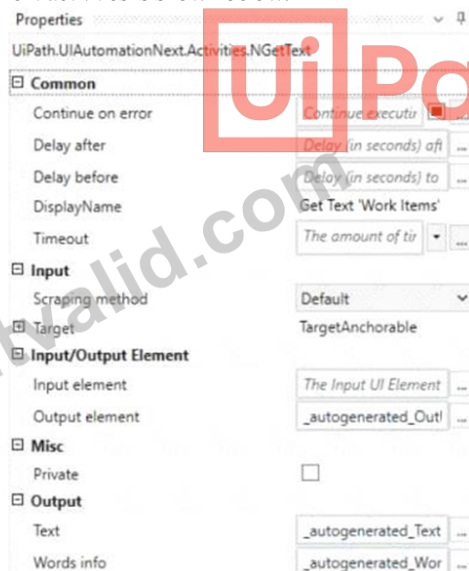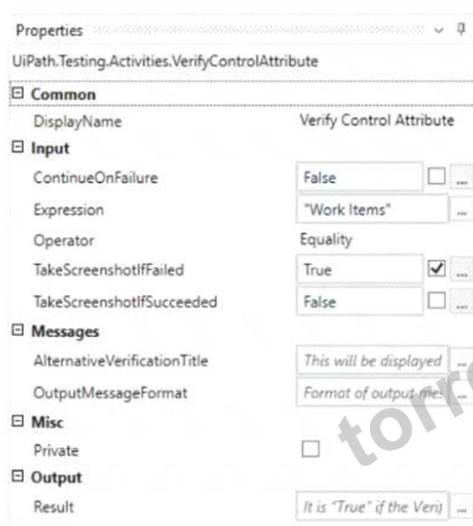References:
1: Studio - REFramework Configuration - UiPath Documentation Portal
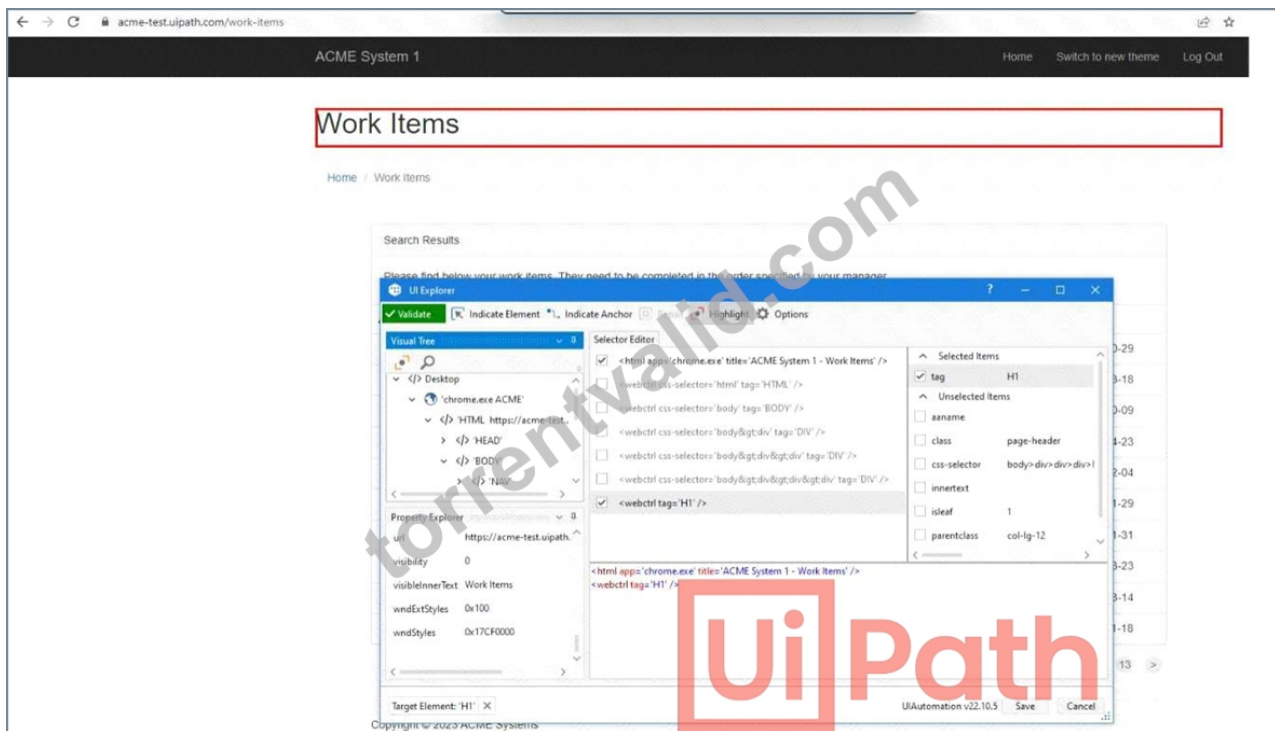
NEW QUESTION # 191
Suppose you have the following workflow that verifies if the text value of an element is equal to "Work Items":

Test Sequence

Use Browser Chrome: ACME System 1 - Work Items

Browser URL

"https://acme-test.uipath.com/work-items"

Verify Control Attribute

Get Text 'Work Items'

Save to

Enter a VB expression

| Text | ⌄ | = | ⌄ | "Work Items" |

The configuration for the Verify Control Attribute and Get Text activities is shown below:

Properties

UiPath.Testing.Activities.VerifyControlAttribute

☐ Common

| DisplayName | Verify Control Attribute |

☐ Input

ContinueOnFailure	False	☐	...
Expression	"Work Items"	...
Operator	Equality	
TakeScreenshotIfFailed	True	☑	...
TakeScreenshotIfSucceeded	False	☐	...

☐ Messages

| AlternativeVerificationTitle | This will be displayed | ... |
| OutputMessageFormat | Format of output mes | ... |

☐ Misc

| Private | ☐ |

☐ Output

| Result | It is "True" if the Veri | ... |

Properties

UiPath.UIAutomationNext.Activities.NGetText

☐ Common

Continue on error	Continue executi ☐
Delay after	Delay (in seconds) aft ...
Delay before	Delay (in seconds) to ...
DisplayName	Get Text 'Work Items'
Timeout	The amount of tir ▾ ...

☐ Input

| Scraping method | Default | ⌄ |

⊞ Target | TargetAnchorable |

☐ Input/Output Element

| Input element | The Input UI Element | ... |
| Output element | _autogenerated_Outl | ... |

☐ Misc

| Private | ☐ |

☐ Output

| Text | _autogenerated_Text | ... |
| Words info | _autogenerated_Wor | ... |

The element and its selector are highlighted in the image below:

Taking into consideration that the page shown above will be present on screen at execution time, what will be the result of the Verify Control Attribute activity?

- A. An exception will be thrown because there is no variable set in the Save to property of the Get text activity.
- B. Verification will be passed.
- C. Verification will not be executed.
- D. Verification will be failed because the actual value is different than expected value.

Answer: B

Explanation:
The workflow in question uses a 'Verify Control Attribute' activity to check if the text value of a UI element is equal to "Work Items". The Get Text activity is used to retrieve the text from the specified UI element, and the result of this activity is compared against the expected value "Work Items".
From the provided information, the 'Verify Control Attribute' activity has been set up with the Expression
"Work Items" and the Operator set to Equality. The 'Get Text' activity is configured to extract the text from the UI element with the visible text "Work Items", as indicated by the selector shown in the image.
Since the actual value of the UI element's text is "Work Items" (which matches the expected value in the
'Verify Control Attribute' activity), and provided that the 'Get Text' activity successfully retrieves this value, the verification will pass.
The configuration indicates that the activity should take a screenshot only if the verification fails (TakeScreenshotIfFailed is set to True), which will not be the case here.
Therefore, assuming that there are no other issues such as incorrect selectors or unexpected changes to the UI element at execution time, the result of the 'Verify Control Attribute' activity will be a pass.
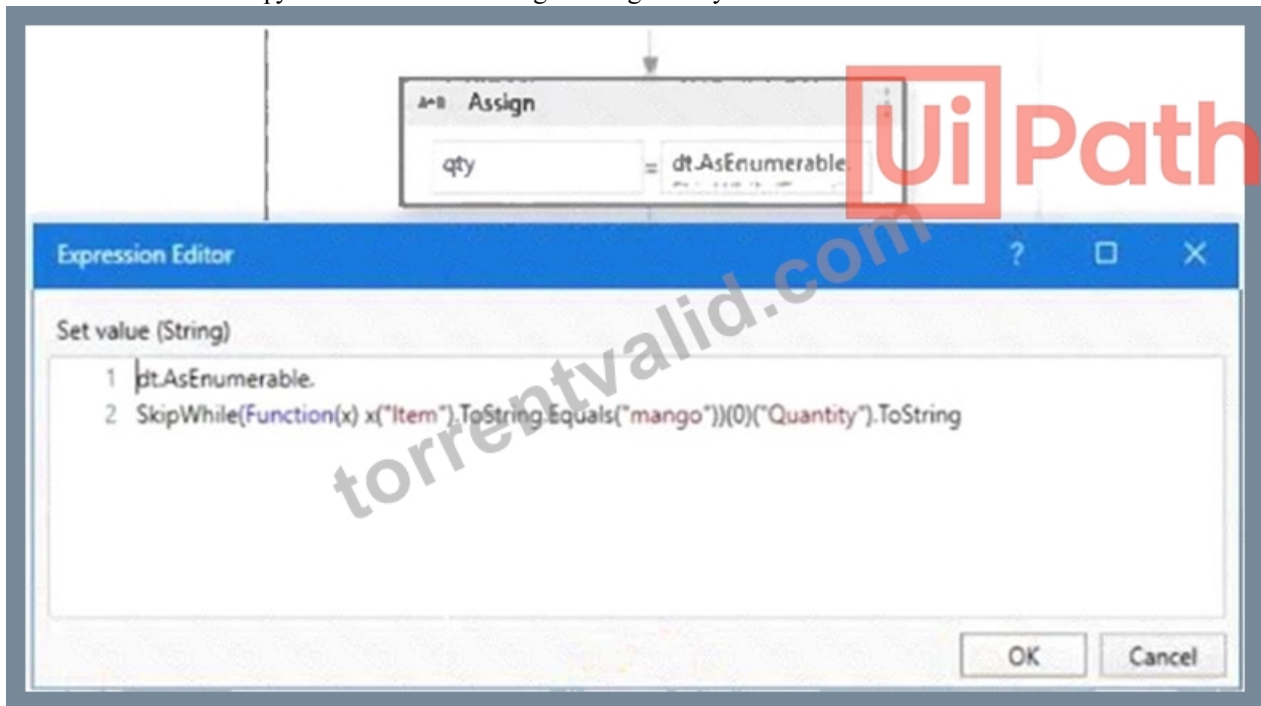References:
UiPath Documentation: Verify Control Attribute Activity

NEW QUESTION # 192
The following table is stored in a variable called "dt".

	A	B	C
1	No.	Item	Quantity
2	1	apple	10
3	2	orange	20
4	3	mango	5
5	4	kiwi	80
6	5	pear	1

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

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

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 # 193

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