

AD0-E725權威考題 - AD0-E725考試大綱



Fast2test的產品是由很多的資深IT專家利用他們的豐富的知識和經驗針對IT相關認證考試研究出來的。所以你要是參加Adobe AD0-E725 認證考試並且選擇我們的Fast2test，Fast2test不僅可以保證為你提供一份覆蓋面很廣和品質很好的考試資料來讓您做好準備來面對這個非常專業的考試，而且幫你順利通過Adobe AD0-E725 認證考試拿到認證證書。

為什麼大多數人選擇Fast2test，是因為Fast2test的普及帶來極大的方便和適用。是通過實踐檢驗了的，Fast2test提供Adobe的AD0-E725考試認證資料是眾所周知的，許多考生沒有信心贏得 Adobe的AD0-E725考試認證，擔心考不過，所以你得執行Fast2test Adobe的AD0-E725的考試培訓資料，有了它，你會信心百倍，真正的作了考試準備。

>> AD0-E725權威考題 <<

AD0-E725考試大綱，最新AD0-E725題庫資訊

IT認證考生大多是工作的人，由於大多數考生的時間花了很多時間在學習，Fast2test Adobe的AD0-E725的考試資料對你的時間相對寬裕，我們會針對性的採取一些考古題中的一部分，他們需要時間來參加不同領域的認證培訓，各種不同培訓費用的浪費，更重要的是考生浪費了寶貴的時間。在這裏，我們推薦一個很好的學習資料網站，而且網站上的部分測試資料是免費的，重要的是真實的模擬練習可以幫助你通過 Adobe的AD0-E725的考試認證，Fast2test Adobe的AD0-E725的考試資料不僅可以節約你的時間成本，還可以讓你順利通過認證，你沒有理由不選擇。

Adobe AD0-E725 考試大綱：

主題	簡介
主題 1	• External Integrations: This section of the exam measures the skills of Integration Specialists and focuses on connecting Adobe Commerce with external SaaS services. It encompasses the skills needed to customize data flows, utilize Adobe App Builder for extensibility, and implement Adobe I • O events and webhooks to create automated and connected business processes.

主題 2	Cloud: This section of the exam measures the skills of Cloud Architects and covers the deployment and management of Adobe Commerce on cloud infrastructure. It requires explaining the fundamental cloud architecture, performing setup and configuration tasks, and utilizing the Adobe Commerce Cloud CLI tool to manage the environment effectively.
主題 3	Section 1: Architecture: This section of the exam measures the skills of Backend Developers and covers the core structural concepts of Adobe Commerce. It involves demonstrating effective cache implementation, understanding key code components like plugins and observers, and managing multi-site configurations on a single instance. The domain also includes explaining the use of Git patches, critical security features, the CRON scheduling system, and how indexing functions within the platform.
主題 4	Customizations: This section of the exam measures the skills of Solutions Engineers and involves modifying and extending platform functionality. This includes customizing core areas like the product catalog, checkout process, and admin panel, as well as manipulating data entities, customizing APIs, working with message queues, and writing integration tests to ensure code quality and functionality.

最新的 Adobe Commerce AD0-E725 免費考試真題 (Q28-Q33):

問題 #28

A client is setting up an Adobe Commerce B2B store and wants to start offering a Payment on Account option for their customers when placing orders.

How should the Developer achieve this?

- A. Repurpose the native Cash on Delivery method.
- B. Create and implement a new Payment Method to provide credit accounts to customers.
- C. Install and activate the native Adobe Commerce module which activates payment.

答案: C

解題說明:

Adobe Commerce B2B includes a native "Payment on Account" module, which is part of the B2B suite. This module allows customers with company accounts to place orders on account (credit).

A (repurpose COD) is a hack and not recommended.

C (create new payment method) is unnecessary since Adobe Commerce already includes this B2B feature.

B is correct: simply enable the native B2B Payment on Account module.

Reference:

Adobe Commerce B2B DevDocs - Payment on Account

問題 #29

A Developer connects to a Magento-Cloud CLI and creates a new branch for environment using the following Git command: git checkout -b <branch-name> The developer notices the branch is not activated and does not automatically build when changes are pushed to the remote environment.

Which solution will fix this issue?

- A. git branch -b <branch-name> should be used instead of Git checkout.
- B. magento-cloud environment:redeploy --no-wait should be executed after branch creation.
- C. magento-cloud environment:branch <branch-name> should be used instead of Git commands.

答案: C

問題 #30

A Developer is writing an integration test. The functionality being tested has many admin area configurations that need to be tested. Which DocBlock annotation should be used to allow configuration settings to be manipulated for testing purposes?

- A. @testAdminArea
- B. @testConfigFixture

- C. @testAdminConfigFixture

答案： B

解題說明：

The correct annotation is @testConfigFixture. It allows developers to set or override configuration values during tests.

A does not exist.

B does not exist.

C is correct: @testConfigFixture provides a way to programmatically adjust admin configurations for the scope of the test.

Reference:

Adobe Commerce DevDocs - Integration test annotations

問題 #31

An Adobe Commerce Developer is tasked with adding a custom tax calculation to the checkout process. In addition to core tax calculations, a legacy code extending core tax calculation classes is also found. The Developer wants to utilize Magento's dependency injection system effectively to meet requirements, ensuring the solution works without modifying the existing core and legacy classes.

What should the Developer implement to achieve this?

- A. Constructor arguments
- B. Preferences
- C. Virtual types

答案： C

解題說明：

The correct approach is Virtual types.

Virtual types allow developers to configure existing classes with different constructor arguments and create multiple variations of the same class without modifying the core or legacy code.

Preferences (C) would replace one class with another entirely, which could break the legacy functionality.

Constructor arguments (A) are part of DI but don't allow multiple variants of the same class like virtual types do.

Reference:

Adobe Commerce DevDocs - Virtual types

問題 #32

An Adobe Commerce Developer is implementing asynchronous communication with a third-party system using RabbitMQ. The XML files used must be able to configure a local queue and consume messages published by the third-party system.

Which files should the Developer use?

- A. communication.xml, queue_topology.xml, and queue_publisher.xml
- B. queue_topology.xml and queue_publisher.xml
- C. communication.xml, queue_topology.xml, and queue_consumer.xml
- D. queue_topology.xml and queue_consumer.xml

答案： D

解題說明：

To consume messages from a third-party system in RabbitMQ:

queue_topology.xml # defines queues and exchanges (topology).

queue_consumer.xml # defines consumers that listen to the queues.

A/D: communication.xml is used for defining topics for Adobe Commerce modules, not needed when consuming third-party messages directly.

C: queue_publisher.xml is used for publishing messages, not consuming them.

Reference:

Adobe Commerce DevDocs - Message queues

問題 #33

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