

Salesforce Plat-UX-101적중율높은덤프자료 & Plat-UX-101시험준비자료



그리고 ITDumpsKR Plat-UX-101 시험 문제집의 전체 버전을 클라우드 저장소에서 다운로드할 수 있습니다:
https://drive.google.com/open?id=1_2MAQgRVzbiZhNA_CUzzgeXrIuApYLsi

지난 몇년동안 IT산업의 지속적인 발전과 성장을 통해Salesforce 인증Plat-UX-101시험은 IT인증시험중의 이정표로 되어 많은 인기를 누리고 있습니다. IT인증 시험을ITDumpsKR덤프로 준비해야만 하는 이유는ITDumpsKR덤프는 IT 업계전문가들이 실제시험문제를 연구하여 시험문제에 대비하여 예상문제를 제작했다는 점에 있습니다.

Salesforce인증Plat-UX-101시험을 위하여 최고의 선택이 필요합니다. ITDumpsKR 선택으로 좋은 성적도 얻고 하면서 저희 선택을 후회하지 않을것니다.돈은 적게 들고 효과는 아주 좋습니다.우리ITDumpsKR여러분의 응시분비에 많은 도움이 될뿐만아니라Salesforce인증Plat-UX-101시험은 또 일년무료 업데이트서비스를 제공합니다.작은 돈을 투자하고 이렇게 좋은 성과는 아주 바람직하다고 봅니다.

>> Salesforce Plat-UX-101적중율 높은 덤프자료 <<

Plat-UX-101시험준비자료, Plat-UX-101시험대비 덤프 최신문제

ITDumpsKR Salesforce Plat-UX-101덤프의 질문들과 답변들은 100%의 지식 요점과 적어도 98%의 시험 문제들을 커버하는,수년동안 가장 최근의Salesforce Plat-UX-101시험 요점들을 컨설팅 해 온 시니어 프로 IT 전문가들의 그룹에 의해 구축 됩니다. ITDumpsKR의 IT전문가들이 자신만의 경험과 끊임없는 노력으로 최고의Salesforce Plat-UX-101학습자료를 작성해 여러분들이Salesforce Plat-UX-101시험에서 패스하도록 도와드립니다.

최신 Salesforce Designers Plat-UX-101 무료샘플문제 (Q107-Q112):

질문 # 107

What would it mean for the user when designing perceivable content?

- A. The content should only be presented In an audio format.
- B. The content should only be presented In a visual format.
- C. The content should be presented in a way that can be convertible between different formats.

정답: C

설명:

Designing perceivable content means that the content should be presented in a way that can be convertible between different formats, so that users with different sensory abilities can access it. For example, providing text alternatives for images and videos, captions and transcripts for audio, and audio descriptions for visual content. This way, users who are blind, deaf, or have low vision or hearing can perceive the content using assistive technologies, such as screen readers, braille keyboards, or captions. The content should not only be presented in a visual format (A) or an audio format (B), as that would exclude users who cannot see or hear the content. The content should be adaptable to different formats and devices, and follow the Web Content Accessibility Guidelines (WCAG) principle of perceivability¹².Reference:

질문 # 108

Cloud Kicks (CK) wants to determine whether or not the Experience Cloud site it is launching is intuitive. CK's UX Designer is going to conduct a usability study.

What should be one of the first steps when planning this study?

- A. Analyze the results of the study.
- B. Design changes to the site.
- C. Design the information architecture.
- **D. Define the goals of the study.**

정답: D

설명:

A usability study is a method of evaluating how easy and intuitive a product or service is to use by observing real users performing specific tasks. It can help identify usability issues, user needs, and user satisfaction. One of the first steps when planning a usability study is to define the goals of the study, which are the questions that the UX designer wants to answer or the hypotheses that they want to test. The goals of the study will guide the selection of the participants, the tasks, the metrics, and the methods of the study. For example, if the goal of the study is to find out how users navigate the Experience Cloud site, the UX designer might choose to use a task-based usability test with eye-tracking and think-aloud techniques. Reference:

질문 # 109

A UX Designer wants to conduct customer interviews as part of discovery research.

Which best practice should be followed while conducting these interviews?

- **A. Engage in a friendly and informal way.**
- B. Ignore vague or general answers.
- C. Analyze findings in the moment.

정답: A

설명:

Customer interviews are a qualitative research method that allows the UX Designer to understand the needs, goals, pain points, and behaviors of the target users. To conduct effective customer interviews, the UX Designer should follow some best practices, such as:

- Engage in a friendly and informal way: The UX Designer should try to establish rapport and trust with the interviewee, and make them feel comfortable and relaxed. This can help elicit honest and candid responses, and encourage the interviewee to share more details and stories. The UX Designer should use a conversational tone, smile, and show interest and empathy.
- Ask open-ended questions: The UX Designer should avoid asking yes/no questions, or questions that lead or suggest a specific answer. Instead, the UX Designer should ask open-ended questions that allow the interviewee to express their thoughts and feelings in their own words. The UX Designer should also probe deeper by asking follow-up questions, such as "why?", "how?", or "can you tell me more about that?"
- Listen actively and attentively: The UX Designer should focus on listening to the interviewee, and avoid interrupting, judging, or correcting them. The UX Designer should also use verbal and non-verbal cues, such as nodding, eye contact, and paraphrasing, to show that they are paying attention and understanding the interviewee. The UX Designer should also take notes or record the interview, with the interviewee's permission, for later analysis.
- Ignore vague or general answers: This is not a best practice, because vague or general answers can indicate that the interviewee is not comfortable, engaged, or clear about the question. The UX Designer should try to clarify the question, or ask more specific or concrete questions, to elicit more meaningful and relevant responses.
- Analyze findings in the moment: This is not a best practice, because analyzing findings in the moment can distract the UX Designer from listening to the interviewee, and bias their interpretation of the data. The UX Designer should wait until the interview is over, and review the notes or recordings, before analyzing the findings and identifying patterns, insights, and opportunities.

Customer Interviews: The Ultimate Guide - User Interviews How to Conduct User Interviews - Interaction Design Foundation

질문 # 110

Universal Containers (UC) operates worldwide with offices in more than 100 regions in 10 different countries role hierarchy to control data visibility. In the new fiscal year, UC is planned to reorganize the roles and reassign accounts owners. Which two points

should an architect consider in this situation?

Which two point should an Architect consider in this situation?

Choose 2 answers

- A. Replacing Account records ownerships massively can cause data skew.
- B. Using a temporary parking lot account to improve performance.
- C. Restricting the organization-sharing configurations to private.
- D. Changing complex role hierarchy can cause a high level of sharing recalculation.

정답: A,D

설명:

Changing the role hierarchy and reassigning account owners can have a significant impact on the data visibility and performance of Salesforce. An architect should consider the following points in this situation:

Changing complex role hierarchy can cause a high level of sharing recalculation. Depending on the sharing settings, roles can control the level of visibility that users have into the Salesforce data. Users at any given role level can view, edit, and report on all data owned by or shared with users below them in the role hierarchy, unless the sharing model for an object specifies otherwise. When the role hierarchy is changed, Salesforce must recalculate the sharing rules and group membership for all the affected users and records, which can take a long time and consume a lot of system resources. Therefore, changing a complex role hierarchy should be done carefully and preferably during off-peak hours¹.

Replacing account records ownerships massively can cause data skew. Data skew occurs when more than 10,000 child records are related to the same parent record, or more than 10,000 records of any object are owned by a single user. This can cause performance issues, such as locking, timeouts, and failures, when updating or sharing those records. When account owners are reassigned massively, it can create or worsen data skew, especially if the accounts have many child records, such as contacts and opportunities. Therefore, replacing account records ownerships massively should be avoided or minimized^{2,3}.

1: [Design Your Data Model Unit | Salesforce Trailhead]

2: [Data Skew in Salesforce - Why it Matters | Salesforce Ben]

3: [Ownership Data Skew | Designing Record Access for Enterprise Scale | Salesforce Developers]

질문 # 111

A UX Designer wants to adopt scalability and consistency by no longer hard-coding values in designs, such as hex values for colors and pixel values for spacing.

What should be used or created to leverage named entities that apply design attributes to components and applications?

- A. Design Tokens
- B. Design Patterns
- C. Utility Classes

정답: A

설명:

Design tokens are the visual design atoms of the design system - specifically, they are named entities that store visual design attributes. We use them in place of hard-coded values (such as hex values for color or pixel values for spacing) in order to maintain a scalable and consistent visual system for UI development¹. Design tokens are available for different platforms and frameworks, such as Lightning Web Components, Aura Components, CSS, iOS, and Android². Design tokens can be customized to apply branding and theming to components and applications³. Utility classes are CSS classes that provide common styling properties, such as margins, padding, borders, and text alignment¹. Design patterns are reusable solutions to common design problems, such as navigation, forms, and data visualization. Design Tokens - Lightning Design System, SLDS Design Tokens | Lightning Web Components Developer Guide | Salesforce Developers, Styling with Design Tokens - Salesforce Developers, [Design Patterns - Lightning Design System]

질문 # 112

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ITDumpsKR에서 제공되는 Salesforce Plat-UX-101 인증 시험덤프의 문제와 답은 실제 시험의 문제와 답과 아주 유사합니다. 아니 거의 같습니다. 우리 ITDumpsKR의 덤프를 사용한다면 우리는 일년 무료 업뎃 서비스를 제공하고 또 100% 통과율을 장담합니다. 만약 여러분이 시험에서 떨어졌다면 우리는 덤프비용 전액을 환불해드립니다.

Plat-UX-101 시험준비자료 : <https://www.itdumpskr.com/Plat-UX-101-exam.html>

많은 사이트에서 판매하고 있는 시험자료보다 출중한ITDumpsKR의 Salesforce Plat-UX-101덤프는 실제시험의 거의 모든 문제를 적중하여 고득점으로 시험에서 한방에 패스하도록 해드립니다, Plat-UX-101인증시험은 국제적으로 승인해주는 자격증을 취득하는 시험중의 한과목입니다, 항상 초심을 잊지않고 더욱더 완벽한 Plat-UX-101인기 시험덤프를 만들기 위해 모든 심어를 기울일것을 약속드립니다, Salesforce Plat-UX-101적중을 높은 덤프자료 데모도 pdf버전과 온라인버전으로 나뉘어져 있습니다.pdf버전과 온라인버전은 문제는 같은데 온라인버전은 pdf버전을 공부한후 실력테스트 가능한 프로그램입니다, 여러분의 편리하게Salesforce Plat-UX-101응시하는데 많은 도움이 될 것입니다.

아이가 널 어쩔 눈으로 볼지 상상도 안 돼서, 군더더기 없는 동작으로 도시락 포장을 뜯은 다희가 승헌의 앞에 내려 놓았다. 많은 사이트에서 판매하고 있는 시험자료보다 출중한ITDumpsKR의 Salesforce Plat-UX-101덤프는 실제시험의 거의 모든 문제를 적중하여 고득점으로 시험에서 한방에 패스하도록 해드립니다.

최신 Plat-UX-101적중을 높은 덤프자료 인증덤프공부자료

Plat-UX-101인증시험은 국제적으로 승인해주는 자격증을 취득하는 시험중의 한과목입니다, 항상 초심을 잊지않고 더욱더 완벽한 Plat-UX-101인기시험덤프를 만들기 위해 모든 심어를 기울일것을 약속드립니다, 데모도 pdf버전과 온라인버전으로Plat-UX-101나뉘어져 있습니다.pdf버전과 온라인버전은 문제는 같은데 온라인버전은 pdf버전을 공부한후 실력테스트 가능한 프로그램입니다.

여러분의 편리하게Salesforce Plat-UX-101응시하는데 많은 도움이 될 것입니다.

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그리고 ITDumpsKR Plat-UX-101 시험 문제집의 전체 버전을 클라우드 저장소에서 다운로드할 수 있습니다:

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