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Terms in this set (41)

Logging	Process of recording application actions and state to a secondary interface used for: Application maintenance and troubleshooting Creating statistics relating to application usage Auditing by capturing significant events.
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Guidewire Associate Certification - InsuranceSuite Developer - Mammoth Proctored Exam Sample Questions (Q110-Q115):

NEW QUESTION # 110

As a developer for Succeed Insurance, you have been given a requirement to add the following options to a ContactManager typelist BusinessType that was provided with the product:

- * Auto Repair Shop
- * Home Inspector
- * Collection Agency

Following best practices, which of the following options correctly adds these options to the existing typelist?

- A. Adding the following options to the BusinessType.tti file:Code: auto_repair_shop_Ext, Code: home_inspector_Ext, Code: collection_agency_Ext
- B. Adding the following options to a new BusinessType_Ext.tti file:Code: auto_repair_shop, Code: home_inspector, Code: collection_agency
- C. Adding the following options to the existing BusinessType.ttx file:Code: auto_repair_shop, Code: home_inspector, Code: collection_agency
- D. Adding the following options to a new BusinessType_Ext.ttx file:Code: auto_repair_shop, Code: home_inspector, Code: collection_agency

Answer: C

Explanation:

In Guidewire InsuranceSuite, typelists are defined using two types of metadata files: .tti (Typelist Internal) and .ttx (Typelist Extension). The .tti files contain the base out-of-the-box (OOTB) codes provided by Guidewire and should never be modified by a developer. Direct modifications to base files are not upgrade- safe and violate the core architectural principles of the platform. To add custom codes to an existing typelist, the best practice is to use the extension file associated with that typelist, which carries the .ttx suffix. If the file BusinessType.ttx already exists in the configuration module, the developer simply adds the new typecode elements to it. If it does not exist, the developer creates it with the same name as the base typelist. At runtime, the Guidewire platform performs a "metadata merge," combining the base codes from the .tti with the custom codes from the .ttx. Option D is incorrect because the extension file should not have _Ext appended to the filename itself; it must match the name of the base typelist exactly to be recognized by the system. Option C is incorrect because .tti files are reserved for Guidewire 's internal use. By following the pattern in Option A, the developer ensures that the new options (Auto Repair Shop, Home Inspector, and Collection Agency) are seamlessly integrated into the application while maintaining a clean, upgradeable configuration. This is a fundamental concept in Data Model Configuration and metadata management.

NEW QUESTION # 111

Which rule is written in the correct form for a rule which sets the claim segment and leaves the ruleset?

- A.
- B.
- C.
- D.

Answer: B

Explanation:

In the GuidewireGosu Rules engine, managing the logic flow within a ruleset is a fundamental skill for any developer. A ruleset is essentially a collection of "If-Then" statements that the application evaluates sequentially. When a business requirement dictates that an action should be taken-such as categorizing a claim by setting its Segment property-and then no further rules in that specific set should be processed, the developer must use theactionsutility object.

The correct method to terminate the current ruleset execution is actions.exit(). As shown inOption A, the logic must be ordered procedurally: first, the state of the entity is modified (claim.Segment = TC_AUTO_LOW), and then the exit() command is called to stop the engine from evaluating subsequent rules. Using the typecode constant (TC_AUTO_LOW) is the best practice for assignment, as it provides compile-time checking, whereas using a hardcoded string (Option B) is error-prone and discouraged in Guidewire development.

Furthermore, the placement of the exit command is critical. In Option C, the actions.exit() is placed before the assignment; this results in the rule terminating immediately, and the claim segment is never actually updated.

Option D is incorrect because actions.stop() is not the standard method for exiting a ruleset in the Gosu rule architecture. By following the pattern in Option A, developers ensure that once a "mutually exclusive" business condition is met and handled, the system efficiently moves to the next ruleset or stage in the claim lifecycle, preventing redundant processing or accidental overwrites of the segment value by lower-priority rules.

NEW QUESTION # 112

An insurance carrier needs the ability to capture information for different kinds of watercraft, such as power boats, personal water craft, sailboats, etc. The development team has created a Watercraft_Ext entity with subtype entities to store the distinct properties of each type of watercraft. Which represents the best approach to provide the ability to edit the data for watercraft in the User Interface?

- A. Create a single page for all watercraft types with the visibility of fields distinct to the type of watercraft controlled at the widget level
- B. Create a Modal Detail View for each type of watercraft, duplicating common fields across each Detail View
- C. Create a Detail View for the common properties of all watercraft and a set of Modal InputSets for the distinct property of each watercraft
- D. Create a set of Modal Pages for each type of watercraft

Answer: C

Explanation:

Guidewire configuration follows the principle of Modular UI Design, especially when dealing with entity inheritance (subtypes). In this scenario, the carrier has a base Watercraft_Ext entity with multiple subtypes (e.g., PowerBoat, Sailboat). These subtypes share common attributes (like Make, Model, and Year) but have unique attributes (like MastHeight for sailboats or EngineType for powerboats).

The best practice for designing an interface for subtypes is to use Modal InputSets (Option D). This approach involves creating a "master" Detail View (DV) that contains the common fields shared by all watercraft.

Below the common fields, a Modal InputSet is added. Guidewire's PCF engine then uses a "mode" (typically the subtype name) to determine which specific InputSet to render at runtime.

This method is superior to others for several reasons:

* Maintenance: Common fields are defined in only one place. If you need to add a "Color" field to all watercraft, you change one DV, not five separate pages (avoiding the redundancy of Option A).

* Performance and Cleanliness: It avoids a massive, cluttered page with hundreds of "visible" expressions (Option B), which is difficult to maintain and can slow down page rendering.

* User Experience: It provides a seamless experience where the UI dynamically adjusts to the specific boat type without the jarring transition of moving between entirely different pages (Option C).

By using InputSet widgets with the mode property, developers can create a highly scalable and organized UI that mirrors the object-oriented structure of the underlying Data Model.

NEW QUESTION # 113

A developer has completed a configuration change in an InsuranceSuite application on their local environment. According to the development lifecycle described in the training, which initial steps are required to move this change towards testing and deployment? Select Two

- A. Push the code changes to the remote source code repository in Bitbucket.
- B. Create a new physical star system in Guidewire Home.
- C. Deploy the application directly to a pre-production planet.
- D. Trigger a TeamCity build via Guidewire Home if it has not already begun automatically.
- E. Schedule automated builds in TeamCity
- F. Configure pre-merge quality gates in Bitbucket.

Answer: A,D

Explanation:

The Guidewire Cloud Platform (GWCP) development lifecycle is built around a modern CI/CD (Continuous Integration/Continuous Delivery) pipeline. This process moves code from a developer's local workstation through various "Planets" (environments) using integrated tools like Bitbucket, TeamCity, and Guidewire Home.

The first step in moving a local change toward production is committing and pushing the code to Bitbucket (Option C). Bitbucket serves as the centralized Git-based source code repository. This action triggers the "Build" phase of the lifecycle. Once the code is in Bitbucket, the next step involves the CI server, TeamCity. TeamCity is responsible for compiling the Gosu code, running automated GUnit tests, and performing static code analysis (Quality Gates). While TeamCity is often configured to trigger automatically upon a push, a developer may need to manually trigger or monitor the build via Guidewire Home (Option D) if they need immediate feedback or if the automation is set to a specific schedule. Options such as "Deploying directly to pre-production" (Option A) are impossible in the GWCP model, as code must first pass through the "Dev" planet and satisfy quality gates before being promoted. "Scheduling automated builds" (Option B) is an administrative task, not an initial step for a developer's specific change. Finally, "creating a star system" (Option E) refers to the infrastructure setup usually handled by Guidewire Cloud operations, not a part of the standard code-change lifecycle. Following the C and D sequence ensures that the code is properly versioned, tested, and validated before it ever reaches a runtime environment.

NEW QUESTION # 114

A developer needs to prepare their local configuration changes for inclusion in the shared Bitbucket repository. According to the training, which actions, performed using Git-based commands in a GWCP context, are essential for this process? (Choose 3)

- A. Configuring pre-promotion quality gates.
- B. Deploying the application to a development planet.
- C. Pulling the latest changes from the remote repository and rebasing the developer ' s commit(s).
- D. Pushing the finished branch to the remote Bitbucket repository.
- E. Committing the changes locally.
- F. Creating a new build schedule in TeamCity.

Answer: C,D,E

Explanation:

In the context of Developing in the Cloud and using the Guidewire Cloud Platform (GWCP), managing source code follows standard Git-based workflows integrated with Atlassian Bitbucket. For a developer to successfully share their local configuration changes with the rest of the team, they must follow a sequence that ensures code integrity and avoids "merge hell." The first essential step is Committing the changes locally (Option B). This records the developer ' s progress in their local repository ' s history. However, because other developers may have pushed changes to the shared repository in the meantime, the developer must synchronize their local environment. This is achieved by Pulling the latest changes from the remote repository and rebasing (Option A). Rebasing is preferred in the Guidewire curriculum because it creates a clean, linear project history by moving the developer ' s custom commits to the "tip " of the updated master or feature branch. Finally, once the local branch is current and all conflicts are resolved, the developer must Push the finished branch to the remote Bitbucket repository (Option E). Only after the code is in Bitbucket can it be picked up by TeamCity for automated building and testing. Deploying to a planet (Option C) and creating build schedules (Option D) are downstream activities that occur after the code has been successfully merged into the shared repository. Similarly, Quality Gates (Option F) are pre-configured environment standards rather than a step in the Git commit-and-push workflow. Adhering to the commit-rebase-push cycle is the verified best practice for collaborative cloud development.

NEW QUESTION # 115

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