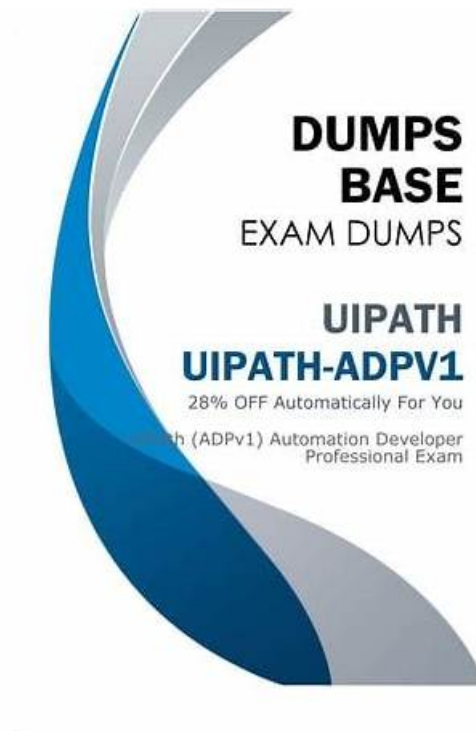


# UiPath UiPath-ADPv1 Questions Latest UiPath-ADPv1 Dumps PDF [2026]



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## UiPath UiPath-ADPv1 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>• 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.</li></ul>
Topic 2	<ul style="list-style-type: none"><li>• UiPath Activities: In this section, the discussion is related to various UiPath activities for UI interaction, data manipulation, control flow, and more.</li></ul>

Topic 3	<ul style="list-style-type: none"> <li>• 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.</li> </ul>
Topic 4	<ul style="list-style-type: none"> <li>• Debugging and Testing: This section is about utilizing logging and debugging tools and adopting unit testing and test automation strategies.</li> </ul>

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### UiPath (ADPv1) Automation Developer Professional Sample Questions (Q46-Q51):

#### NEW QUESTION # 46

What happens when closing a Remote Debugging Connection while a debugging execution is in progress?

- A. Debugging execution stops gracefully, then the connection is closed.
- B. The remote robot continues the execution after Studio closes the connection.
- C. It is not possible to close the connection while debugging is in progress.
- D. Debugging execution ends in exception, then the connection is closed.

**Answer: A**

Explanation:

When you close a remote debugging connection while a debugging execution is in progress, the execution is stopped gracefully on the remote robot and the connection is closed. This means that the robot will finish the current activity and then stop the execution, without throwing any exception or error. This is the recommended way to end a remote debugging session, as it ensures that the robot is in a consistent state and ready for the next execution. References: [Remote Debugging]

#### NEW QUESTION # 47

Starting with UiPath Studio version 2022.10, what happens to dependencies that lack Windows compatibility when they are converted in a project?

- A. They are replaced with compatible alternatives.
- B. They are removed from the project.
- C. They are automatically resolved.
- D. They are marked as unresolved.

**Answer: D**

Explanation:

Starting with UiPath Studio version 2022.10, dependencies that lack Windows compatibility are marked as unresolved when they are converted in a project. This means that the project cannot be executed until the unresolved dependencies are manually resolved by the developer. This is done to ensure that the project can run on both Windows and Linux platforms without compatibility issues. References: [UiPath Studio Guide - Converting Projects to Linux Compatibility]

#### NEW QUESTION # 48

At indication time, the Strict Selector has the following functionalities available:

- A. Refresh, Open in UiExplorer, Copy to clipboard.
- B. Ignore text. Copy to clipboard. Show all matches.
- **C. Open in UiExplorer, Copy to clipboard, Show all matches.**
- D. Accuracy, Open in UiExplorer, Copy to clipboard. Show all matches.

**Answer: C**

Explanation:

The Strict Selector is a targeting method that uses the selector information of a UI element to identify it on the screen. It is one of the four targeting methods available in UiPath Studio, along with Fuzzy Selector, Image, and Computer Vision<sup>1</sup>. The Strict Selector is considered to be the most reliable and stable targeting method, as it uses the attributes and properties of the UI element that are unlikely to change<sup>2</sup>.

At indication time, the Strict Selector has the following functionalities available:

Open in UiExplorer: This option opens the UiPath Explorer window, where you can inspect and edit the selector information of the indicated UI element, as well as use advanced features such as anchors, wildcards, variables, and regex<sup>3</sup>.

Copy to clipboard: This option copies the selector information of the indicated UI element to the clipboard, so you can paste it elsewhere, such as in a text editor or another activity.

Show all matches: This option highlights all the UI elements on the screen that match the selector information of the indicated UI element. This helps you to check if there are any duplicates that might cause the automation to fail at runtime. You can also use the Ignore text option to exclude the text attribute from the selector information, which might reduce the number of matches<sup>4</sup>.

The other options are incorrect because:

Option A is incorrect because it does not include the Show all matches option, which is available for the Strict Selector.

Option B is incorrect because it does not include the Open in UiExplorer option, which is available for the Strict Selector.

Option D is incorrect because it includes the Accuracy option, which is not available for the Strict Selector. The Accuracy option is only available for the Image targeting method, which allows you to adjust the similarity threshold between the indicated image and the target image<sup>5</sup>.

References:

Studio - Targeting Methods - UiPath Documentation Portal

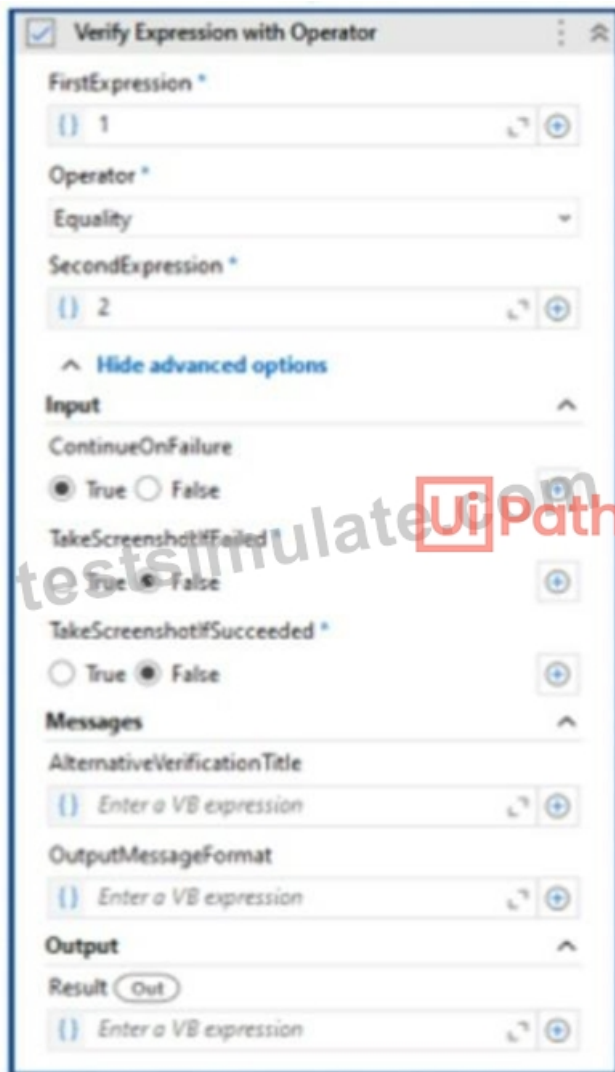
Studio - Strict Selector - UiPath Documentation Portal

Studio - UiPath Explorer - UiPath Documentation Portal

Activities - Advanced descriptor configuration - UiPath Documentation Portal Studio - Image - UiPath Documentation Portal

## **NEW QUESTION # 49**

Assume we have the Verify Expression with Operator activity from the UiPath. Testing.Activities package with the properties configured as follows:



The activity is used within a Try-Catch activity. The Catch block is set to System.Exception and UiPath.Testing.Exception.TestingActivitiesException as shown in the screenshot below:



During the execution of the sequence shown above, which block from the Try-Catch activity will be entered first, after the Verify

Expression with Operator activity is executed?

- **A. The Exception sequence from the Catches block within the Try-Catch activity.**
- B. The TestingActivitiesException sequence from the Catches block within the Try-Catch activity.
- C. The Finally block within the Try-Catch activity.
- D. None of the other blocks within the Try-Catch activity will be executed.

**Answer: A**

Explanation:

The Verify Expression with Operator activity is used to verify an expression by asserting it in relation to a given expression with an operator<sup>1</sup>. The expressions tested with this activity must be inserted in their respective property fields. In this case, the activity is configured to verify if the expression "1" is equal to the expression "2". The result of this verification is stored in the Result property, which reflects the state of the verification activity<sup>1</sup>. If the verification fails, the activity throws a TestingActivitiesException, which is a custom exception type defined by the UiPath.Testing.Activities package<sup>2</sup>.

The Try-Catch activity is used to catch a specified exception type in a sequence or activity, and either displays an error notification or dismisses it and continues the execution<sup>3</sup>. The activity has three main sections: Try, Catches, and Finally. The Try section holds the activity or set of activities that could throw an exception. The Catches section indicates the exception type and holds the activity or set of activities to be performed when the specified exception is thrown. The Finally section holds the activity or set of activities to be performed after the Try and Catches blocks are executed, regardless of the result<sup>3</sup>.

In this scenario, the Verify Expression with Operator activity is placed in the Try section of the Try-Catch activity. The Catches section has two exceptions caught: System.Exception and TestingActivitiesException.

The Finally section is empty. During the execution of the sequence, the Verify Expression with Operator activity will throw a TestingActivitiesException, because the expressions 1 and 2 are not equal. The Try- Catch activity will catch this exception and enter the TestingActivitiesException sequence from the Catches section, where the appropriate actions can be performed to handle the error. Therefore, the correct answer is C: The Exception sequence from the Catches block within the Try-Catch activity will be entered first, after the Verify Expression with Operator activity is executed.

The other options are incorrect because:

\* Option A is incorrect because the Try-Catch activity will execute one of the blocks within the Catches section, depending on the type of exception thrown by the Verify Expression with Operator activity. In this case, the TestingActivitiesException sequence will be executed.

\* Option B is incorrect because the Finally block within the Try-Catch activity will be executed only after the Try and Catches blocks are executed, not before. The Finally block is used to perform any cleanup or final actions that are needed regardless of the outcome of the Try and Catches blocks<sup>3</sup>.

\* Option D is incorrect because the TestingActivitiesException sequence from the Catches block within the Try-Catch activity will be entered second, not first, after the Verify Expression with Operator activity is executed. The first block to be entered is the Try block, where the Verify Expression with Operator activity is placed.

References:

- \* Activities - Verify Expression With Operator - UiPath Documentation Portal
- \* UiPath.Testing.Activities Namespace
- \* Activities - Try Catch - UiPath Documentation Portal

## NEW QUESTION # 50

The provided exhibit displays the representation of the "Deadline" field using the yyyy-mm-dd format.

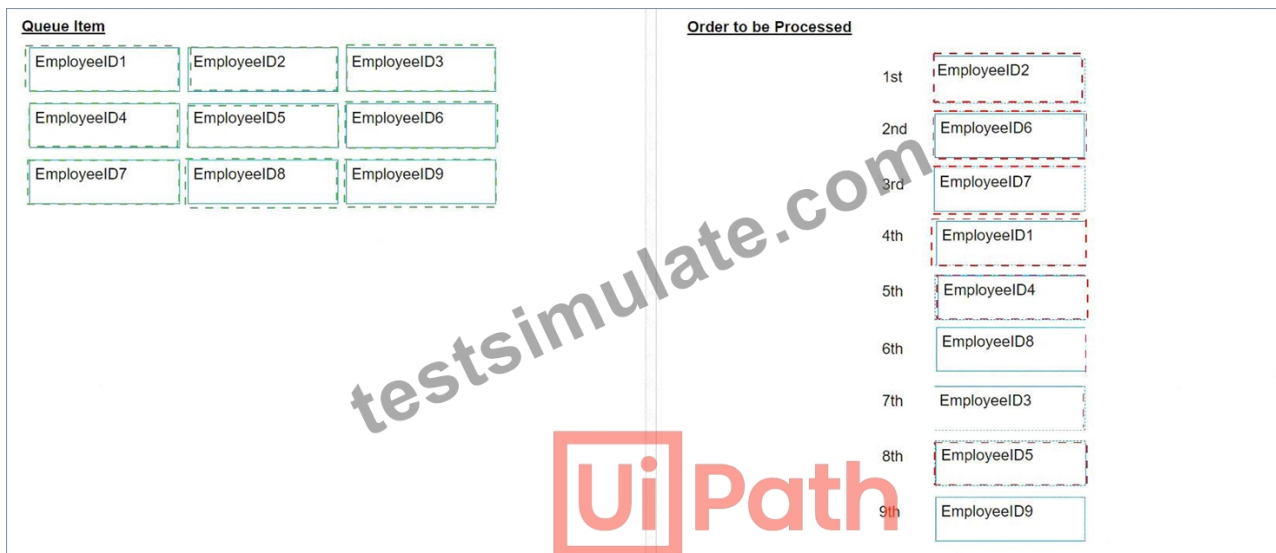
Queue Item Name	Deadline	Priority
EmployeeID1		Normal
EmployeeID2	2050-01-01	High
EmployeeID3	2050-01-02	High
EmployeeID4	2050-01-01	Normal
EmployeeID5	2050-01-02	Low
EmployeeID6		High
EmployeeID7	2050-01-01	Low
EmployeeID8	2050-01-01	Normal
EmployeeID9		Low

In what order should the Queue Items be processed by a single robot executing a Performer workflow?

Queue Item			Order to be Processed	
EmployeeID1	EmployeeID2	EmployeeID3	1st	<input type="text"/>
EmployeeID4	EmployeeID5	EmployeeID6	2nd	<input type="text"/>
EmployeeID7	EmployeeID8	EmployeeID9	3rd	<input type="text"/>
			4th	<input type="text"/>
			5th	<input type="text"/>
			6th	<input type="text"/>
			7th	<input type="text"/>
			8th	<input type="text"/>
			9th	<input type="text"/>

**Answer:**

**Explanation:**



Explanation:



## NEW QUESTION # 51

.....

Competition appear everywhere in modern society. There are many way to improve ourselves and learning methods of UiPath-ADPv1 exams come in different forms. Economy rejuvenation and social development carry out the blossom of technology; some UiPath-ADPv1 Learning Materials are announced which have a good quality. Certification qualification exam materials are a big industry and many companies are set up for furnish a variety of services for it.

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# Syllabus

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