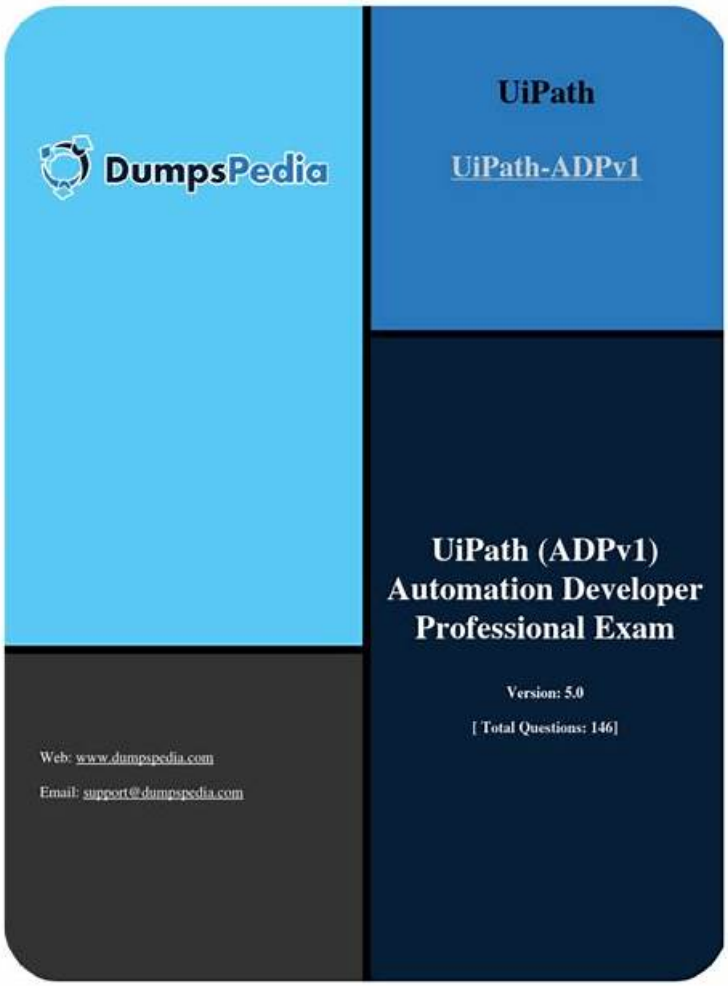
UiPath-ADPv1復習教材 & UiPath-ADPv1 PDF



2026年CertShikenの最新UiPath-ADPv1 PDFダンプおよびUiPath-ADPv1試験エンジンの無料共有：https://drive.google.com/open?id=1FQsTEvaSIVKsT9qLeOsaV8N5VdGmIUMV

現在IT技術会社に通勤しているあなたは、UiPathのUiPath-ADPv1試験認定を取得しましたか？UiPath-ADPv1試験認定は給料の増加とジョブのプロモーションに役立ちます。短時間でUiPath-ADPv1試験に一発合格したいなら、我々社のUiPathのUiPath-ADPv1資料を参考しましょう。また、UiPath-ADPv1問題集に疑問があると、メールで問い合わせてください。

UiPath UiPath-ADPv1 認定試験の出題範囲：

トピック	出題範囲
トピック 1	• UiPath Studio の基礎: このセクションでは、ロボティック プロセス オートメーション (RPA) の概念の理解に重点を置き、UiPath Studio とそのコンポーネント、UiPath ユーザー インターフェイスの操作、プロジェクトの作成、管理、バージョン管理について説明します。
トピック 2	• UiPath アクティビティ: このセクションでは、UI インタラクション、データ操作、制御フローなどのさまざまな UiPath アクティビティについて説明します。
トピック 3	• デバッグとテスト: このセクションでは、ログ記録およびデバッグ ツールの利用と、ユニット テストおよびテスト自動化戦略の採用について説明します。

トピック 4	• 設計と開発: このセクションでは、シーケンス、フローチャート、ステート マシンを使用したワークフローの設計、ライブラリを使用した再利用可能なコンポーネントの構築、例外処理とデバッグ手法などについて説明します。

>> UiPath-ADPv1復習教材 <<

最新のUiPath-ADPv1復習教材 & 合格スムーズUiPath-ADPv1 PDF | 100%合格率のUiPath-ADPv1復習攻略問題

UiPath-ADPv1学習教材を練習した後、UiPath-ADPv1試験トレントから試験ポイントをマスターできます。その後、UiPath-ADPv1試験に合格するのに十分な自信があります。ひとつのことに努力すれば成功できます。安全な環境と効果的な製品については、UiPath-ADPv1テスト問題を試してみてください。決して失望させないでください。購入する前に、UiPath-ADPv1トレーニング資料の無料デモがあります。ご購入前に、UiPath-ADPv1ガイドの質問の質を早く知ることができます。

UiPath (ADPv1) Automation Developer Professional 認定 UiPath-ADPv1 試験問題 (Q144-Q149):

質問 # 144
When a developer runs a process using the REFramework, with the process utilizing Orchestrator queues and a queue already created with the Name provided and the Auto Retry function disabled, which states will be executed without errors?

- A. Initialization -> Get Transaction Data -> End Process
- B. Initialization -> End Process
- C. Initialization -> Get Transaction Data -> Process Transaction -> End Process
- D. Initialization -> Process Transaction -> End Process

正解：C

質問 # 145
Review the following graphics:

If the automation is executed and Notepad.exe is not running, which Log Message text value is contained in the Output panel?

- A. ApplicationNotFoundException
- B. Exception
- C. Try
- D. SelectorNotFoundException

正解：A

解説：
The graphics show a UiPath workflow that contains a Try Catch activity with a Type Into activity inside the Try block and a Log Message activity inside the Catch block. The Type Into activity is configured to type "Typing into Notepad" into a Notepad window with the selector "<wnd app='notepad.exe' cls='Notepad' title='Untitled - Notepad' />". The Log Message activity is configured to log the exception message in the Output panel.
If the automation is executed and Notepad.exe is not running, the Type Into activity will fail to find the target UI element and throw an exception. The exception will be caught by the Catch block and the Log Message activity will log the exception message in the Output panel. The exception message will contain the name of the exception type, which is ApplicationNotFoundException. This exception is thrown when the application that is specified in the selector is not found or not running. Therefore, the Log Message text value that is contained in the Output panel is ApplicationNotFoundException.
The other options are not correct, as they are not the exception type that is thrown by the Type Into activity when the application is not running. Option A is incorrect, because Exception is a generic term for any error or problem that occurs during the execution of a program, not a specific exception type. Option C is incorrect, because Try is not an exception type, but a keyword that marks the beginning of a block of code that may throw an exception. Option D is incorrect, because SelectorNotFoundException is not an exception type, but a possible error message that is displayed when the selector is invalid or does not match any UI element.

References: Activities - Type Into - UiPath Documentation Portal, Activities - Log Message - UiPath Documentation Portal, Studio - Try Catch - UiPath Documentation Portal, UiPath.Core.Activities.
ApplicationNotFoundException Class - UiPath Documentation Portal

質問 # 146
What is the default OCR engine used in CV Screen Scope?

- A. Tesseract OCR
- B. Microsoft OCR
- C. Microsoft Azure Computer Vision OCR
- D. UiPath Screen OCR

正解：D

解説：
The CV Screen Scope activity is used to initialize the UiPath Computer Vision neural network and provide a scope for all subsequent Computer Vision activities. It allows you to select which OCR engine you want to use for scraping the text in the target application. The default OCR engine used for this activity is UiPath Screen OCR, which is an in-house, machine-learning based OCR targeted for screens and digital text. It can be used as an alternative to the other OCR engines, such as Google OCR, Microsoft OCR, or Tesseract OCR. The engine can be changed by manually replacing the default engine with one of your choice1.
The other options are incorrect because:
Option B is incorrect because Microsoft OCR is not the default OCR engine used in CV Screen Scope. Microsoft OCR is an OCR engine that uses the MODI (Microsoft Office Document Imaging) Library to process images and extract text2.
Option C is incorrect because Tesseract OCR is not the default OCR engine used in CV Screen Scope. Tesseract OCR is an OCR engine that uses the open-source Tesseract library to process images and extract text3.
Option D is incorrect because Microsoft Azure Computer Vision OCR is not the default OCR engine used in CV Screen Scope. Microsoft Azure Computer Vision OCR is an OCR engine that uses the Microsoft Azure Computer Vision API to process images and extract text4.
References:
Activities - CV Screen Scope - UiPath Documentation Portal
Activities - Microsoft OCR - UiPath Documentation Portal
Activities - Tesseract OCR - UiPath Documentation Portal
Activities - Microsoft Azure Computer Vision OCR - UiPath Documentation Portal

質問 # 147
When building automation projects, which statement is true regarding Perform Remote Debugging?

- A. Perform Remote Debugging is only possible when the automation project does not involve Orchestrator queues and assets.
- B. Perform Remote Debugging allows developers to debug a project on a different machine using a web-based interface.
- C. Perform Remote Debugging enables developers to design new III elements for the automation project.
- D. Perform Remote Debugging refers to the process of testing and debugging an automation project on the same machine where UiPath Studio is installed.

正解：B

解説：
Comprehensive and Detailed Explanation: Remote Debugging is a feature of UiPath Studio that allows developers to run and debug automation projects on robots deployed to remote machines, including on Linux robots that can run cross-platform projects1. It enables developers to connect to the remote robot using either a remote machine connection or an unattended robot connection, and then use the Studio debugging tools to inspect the execution and troubleshoot any issues1. Remote Debugging uses a web-based interface that shows the UI elements and the data of the remote machine, as well as the breakpoints, variables, and output of the project2.
The other options are incorrect because:
Option A is incorrect because Remote Debugging is not limited by the involvement of Orchestrator queues and assets in the automation project. Remote Debugging can work with any project that can be executed by a robot on a remote machine, regardless of the Orchestrator entities used1.
Option B is incorrect because Remote Debugging does not enable developers to design new UI elements for the automation project. Remote Debugging is only used for testing and debugging existing projects, not for creating or modifying them1.

Option C is incorrect because Remote Debugging does not refer to the process of testing and debugging an automation project on the same machine where UiPath Studio is installed. That process is called Local Debugging, which is the default debugging mode in Studio3.
References:
Studio - Remote Debugging - UiPath Documentation Portal
Remote Debugging in UiPath Studio - Video Tutorials - UiPath Community Forum Studio - Debugging Actions - UiPath Documentation Portal

質問 # 148
In the Robotic Enterprise (RE) Framework, at which point should a developer log a clear message with the Logging Level set to "Information," adhering to the best practices for automating a production-level process?

- A. Whenever an exception is caught in a Catch block.
- B. Whenever an argument or value is used.
- C. Whenever data is fetched from external sources.
- D. Whenever the robot encounters an error on a Queue Item.

正解：A

解説：
The point at which a developer should log a clear message with the Logging Level set to "Information", adhering to the best practices for automating a production-level process, is whenever data is fetched from external sources. Logging is the process of recording and storing information about the execution and status of a workflow. Logging is essential for debugging, monitoring, and auditing purposes. The Logging Level is a property that determines the level of detail and severity of the information that is logged. The Logging Level can be set to Trace, Verbose, Information, Warning, Error, or Fatal. The Information level is used to log general information about the workflow, such as the start and end of a process, the name and value of a variable, or the result of an operation. The best practice for logging with the Information level is to log whenever data is fetched from external sources, such as databases, web services, or files. This can help the developer to verify the accuracy and completeness of the data, as well as to track the source and destination of the data. Logging whenever data is fetched from external sources can also help the developer to identify any issues or errors that might occur during the data retrieval or processing. References: [Logging Levels], [Logging Best Practices]

質問 # 149
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