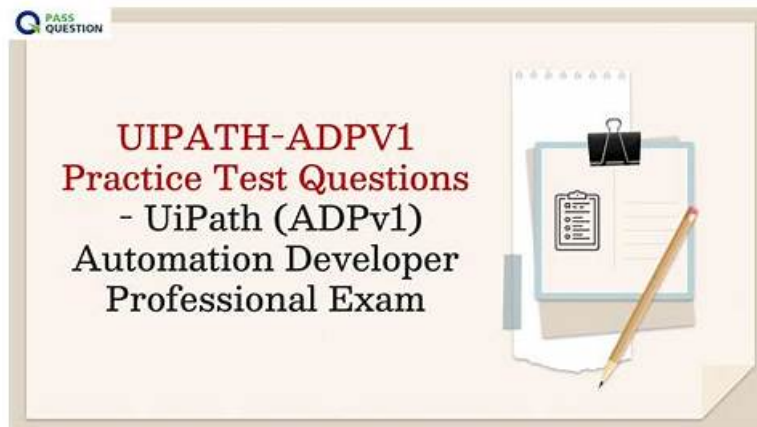


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UiPath UiPath-ADPv1 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">• Debugging and Testing: This section is about utilizing logging and debugging tools and adopting unit testing and test automation strategies.
Topic 2	<ul style="list-style-type: none">• UiPath Activities: In this section, the discussion is related to various UiPath activities for UI interaction, data manipulation, control flow, and more.
Topic 3	<ul style="list-style-type: none">• 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.
Topic 4	<ul style="list-style-type: none">• 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.

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UiPath (ADPv1) Automation Developer Professional Sample Questions

(Q121-Q126):

NEW QUESTION # 121

What are the differences between the properties Input mode: Simulate and Input mode: Window Messages on a Type Into activity?

- A. Input mode: Simulate works best with web applications. Input mode: Window Messages is the fastest and supports hotkeys.
- B. Input mode: Simulate is compatible with all applications. Input mode: Window Messages runs in the background and auto-empties the field.
- **C. Input mode: Simulate runs in the background and auto-empties the field. Input mode: Window Messages supports hotkeys.**
- D. Input mode: Simulate is the fastest and supports hotkeys. Input mode: Window Messages is compatible with all applications.

Answer: C

Explanation:

In UiPath, the Type Into activity's Input Mode property determines how text is typed into a target UI element.

The "Simulate" input mode types text using the technology of the target application, allowing it to run in the background without needing the target UI element to be in focus. It also automatically clears the field before typing, unless otherwise specified. On the other hand, the "Window Messages" input mode sends a series of Windows messages to the target application, simulating keyboard strokes. This mode supports the use of hotkeys and special key combinations, making it suitable for applications that require specific keyboard inputs to trigger actions. References:

* UiPath Activities Guide - Type Into

NEW QUESTION # 122

Following UiPath best practices, which project structure is best-suited for complex processes in UiPath Studio?

- A. Global Exception Handler
- B. Flowchart
- **C. State Machine**
- D. Sequence

Answer: C

Explanation:

The project structure that is best-suited for complex processes in UiPath Studio, following UiPath best practices, is State Machine. A State Machine is a type of workflow that consists of a set of states, transitions, and triggers. A state represents a stage of the process, a transition represents a change from one state to another, and a trigger represents a condition or an event that activates a transition. A State Machine is suitable for complex processes because it can handle multiple paths and branches, depending on the logic and the triggers of the workflow. A State Machine can also handle loops and retries, as well as parallel execution of states. A State Machine can be created by using the State Machine activity in UiPath Studio, or by using the REFramework template, which is based on a State Machine structure. References: [State Machines], [REFramework]

NEW QUESTION # 123

How to make sure that all UI Automation activities used within project workflows reference elements from the Object Repository?

- A. By setting the Object Repository Enforced option to Yes in the Design tab within the UiPath Studio Settings window.
- **B. By setting the Object Repository Enforced option to Yes in the UI Automation Modern tab within the Project Settings window.**
- C. By setting the Object Repository Enforced option to Yes in the System tab within the Project Settings window.
- D. By setting the Object Repository Enforced option to Yes in the General tab within the Project Settings window.

Answer: B

Explanation:

To ensure that all UI Automation activities within project workflows reference elements from the Object Repository, the 'Object Repository Enforced' option should be set to Yes in the 'UI Automation Modern' tab within the Project Settings window. This setting enforces the use of the Object Repository for UI activities.

NEW QUESTION # 124

A developer is building an automation which types text into a text file. The Activity Project Settings for UI Automation Modern activities are set as follows:

□ The developer has configured the properties of a Type Into activity as follows:

□ What is the behavior of the Type Into activity when executing the workflow?

- A. The activity will use only properties set in Activity Project Settings.
- B. The activity will remove Multi Line in Run mode and a Single Line in Debug mode.
- C. The activity will remove a Single Line in Run mode and in Debug mode.
- D. The activity will remove a Single Line in Run mode and Multi Line in Debug mode.

Answer: D

Explanation:

The behavior of the Type Into activity when executing the workflow is that the activity will remove a Single Line in Run mode and Multi Line in Debug mode. This is because the activity has the Empty field property set to NEmptyFieldMode.SingleLine, which means that the activity will delete the existing content in the field by sending Ctrl+A and Delete keystrokes before typing the text. However, the activity also has the Debug mode property set to NEmptyFieldMode.MultiLine, which means that the activity will delete the existing content in the field by sending Ctrl+A, Shift+Home, and Delete keystrokes before typing the text. The Debug mode property overrides the Empty field property when the workflow is executed in Debug mode. Therefore, the activity will use different keystrokes to empty the field depending on the mode of execution. References:

[Type Into], [Empty Field], [Debug Mode]

NEW QUESTION # 125

A developer is building an automation which types text into a text file. The Activity Project Settings for UI Automation Modern activities are set as follows:

□ The developer has configured the properties of a Type Into activity as follows:

□ What is the behavior of the Type Into activity when executing the workflow?

- A. The activity will use only properties set in Activity Project Settings.
- B. The activity will remove Multi Line in Run mode and a Single Line in Debug mode.
- C. The activity will remove a Single Line in Run mode and in Debug mode.
- D. The activity will remove a Single Line in Run mode and Multi Line in Debug mode.

Answer: D

NEW QUESTION # 126

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