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## UiPath UiPath-ADPv1 Exam Syllabus Topics:

Topic	Details
Topic 1	<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 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>• <b>Debugging and Testing:</b> This section is about utilizing logging and debugging tools and adopting unit testing and test automation strategies.</li> </ul>
Topic 4	<ul style="list-style-type: none"> <li>• <b>UiPath Studio Fundamentals:</b> 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>

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### UiPath (ADPv1) Automation Developer Professional Sample Questions (Q68-Q73):

#### NEW QUESTION # 68

What are the components that define a state within a State Machine in UiPath Studio?

- A. Sequence, Flowchart, and Transactional Business Process.
- B. Input Arguments, Output Arguments, and Variables.
- C. Activities, Connectors, and Annotations.
- **D. Entry, Exit, and Transition Actions with Trigger Conditions.**

**Answer: D**

Explanation:

A state machine is a type of automation that uses a finite number of states in its execution. It can go into a state when it is triggered by an activity, and it exits that state when another activity is triggered. A state machine consists of states, transitions, and actions. The components that define a state within a state machine in UiPath Studio are:

\*Entry Actions: These are the activities that are executed when the state is entered. For example, an entry action can be used to initialize a variable, display a message, or log some information.

\*Exit Actions: These are the activities that are executed when the state is exited. For example, an exit action can be used to clean up some resources, close an application, or update a status.

\*Transition Actions: These are the activities that are executed when a transition from one state to another occurs. For example, a transition action can be used to assign a value, send an email, or invoke a workflow.

\*Trigger Conditions: These are the conditions that determine when a transition from one state to another should happen. For example, a trigger condition can be based on a variable value, a user input, or a timer.

#### NEW QUESTION # 69

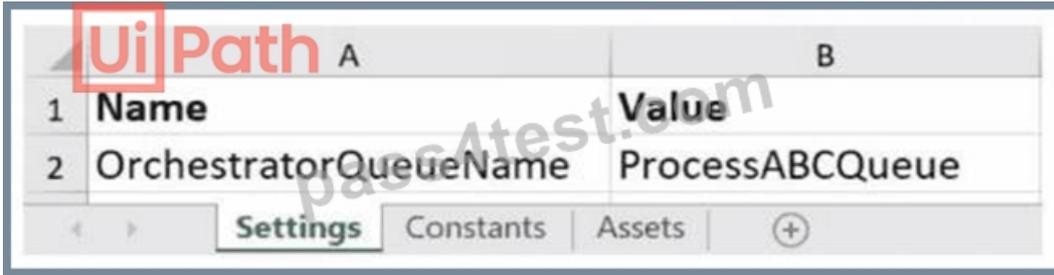
Which of the following describes the correct hierarchy of the elements in the Object Repository tree structure?

- A. Screen, Application, Version, UI Element.
- B. Version, Application, Screen, UI Element.
- C. Application, Version, Screen, UI Element.
- **D. Application, Screen, UI Element, Version.**

**Answer: D**

**NEW QUESTION # 70**

A developer designed a project in the REFramework. The "Config.xlsx" has the following Setting entry:



	A	B
1	Name	Value
2	OrchestratorQueueName	ProcessABCQueue

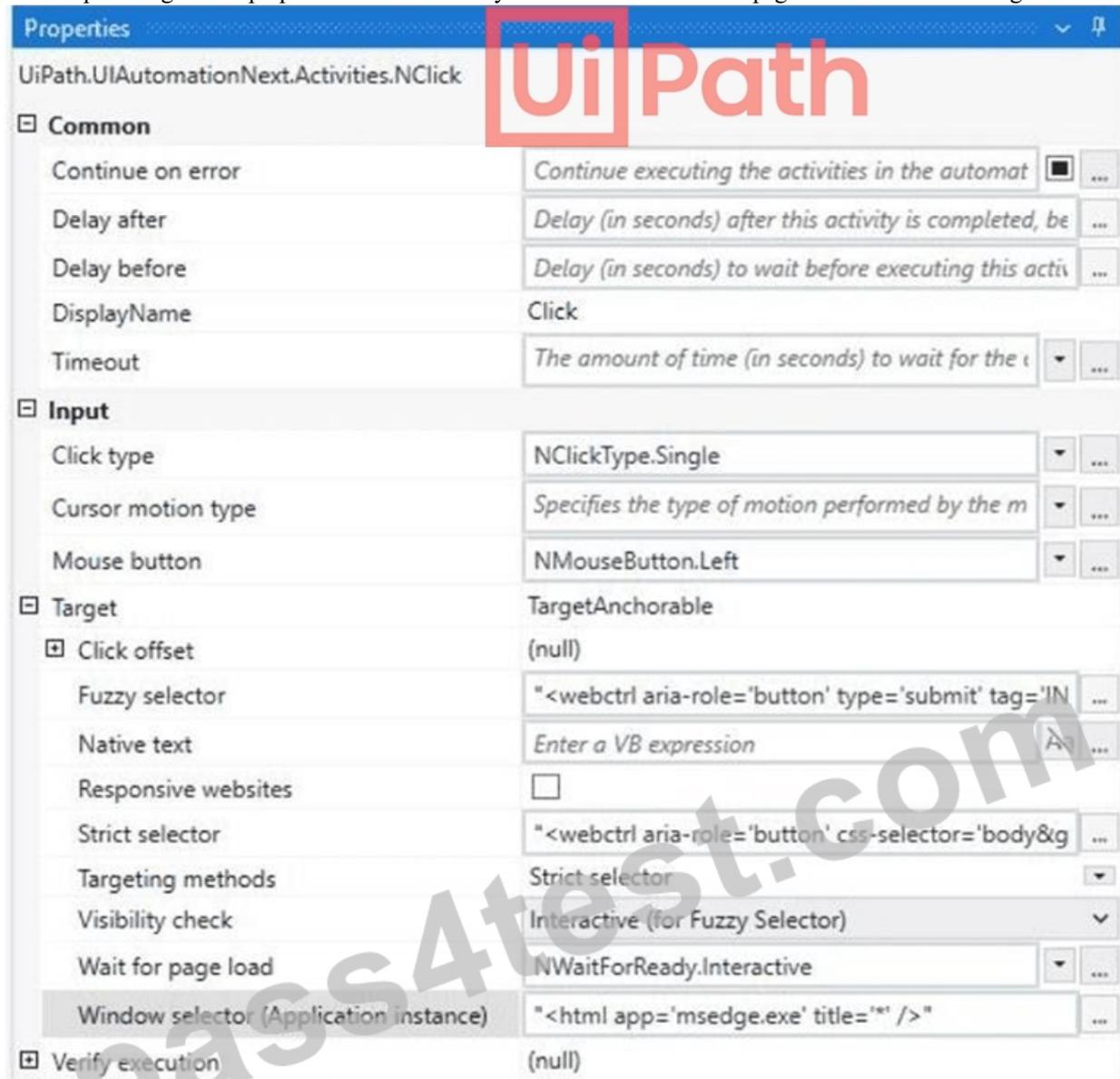
Assuming the default REFramework configuration, how can the developer reference the Setting in the Config variable to obtain the Setting value as a String from the dictionary?

- A. Config ("ProcessABCQueue").ToString
- B. Config ("ProcessABCQueue"."OrchestratorQueueName").ToString
- C. Config ("OrchestratorQueueName").ToString
- D. Config ("OrchestratorQueueName"." Process ABCQueue").ToString

**Answer: C**

**NEW QUESTION # 71**

A developer configured the properties for a Click activity on an element inside a web page as shown in the following exhibit.



Properties

UiPath.UIAutomationNext.Activities.NClick

**Common**

- Continue on error: Continue executing the activities in the automat  ...
- Delay after: Delay (in seconds) after this activity is completed, be ...
- Delay before: Delay (in seconds) to wait before executing this activ ...
- DisplayName: Click
- Timeout: The amount of time (in seconds) to wait for the ...

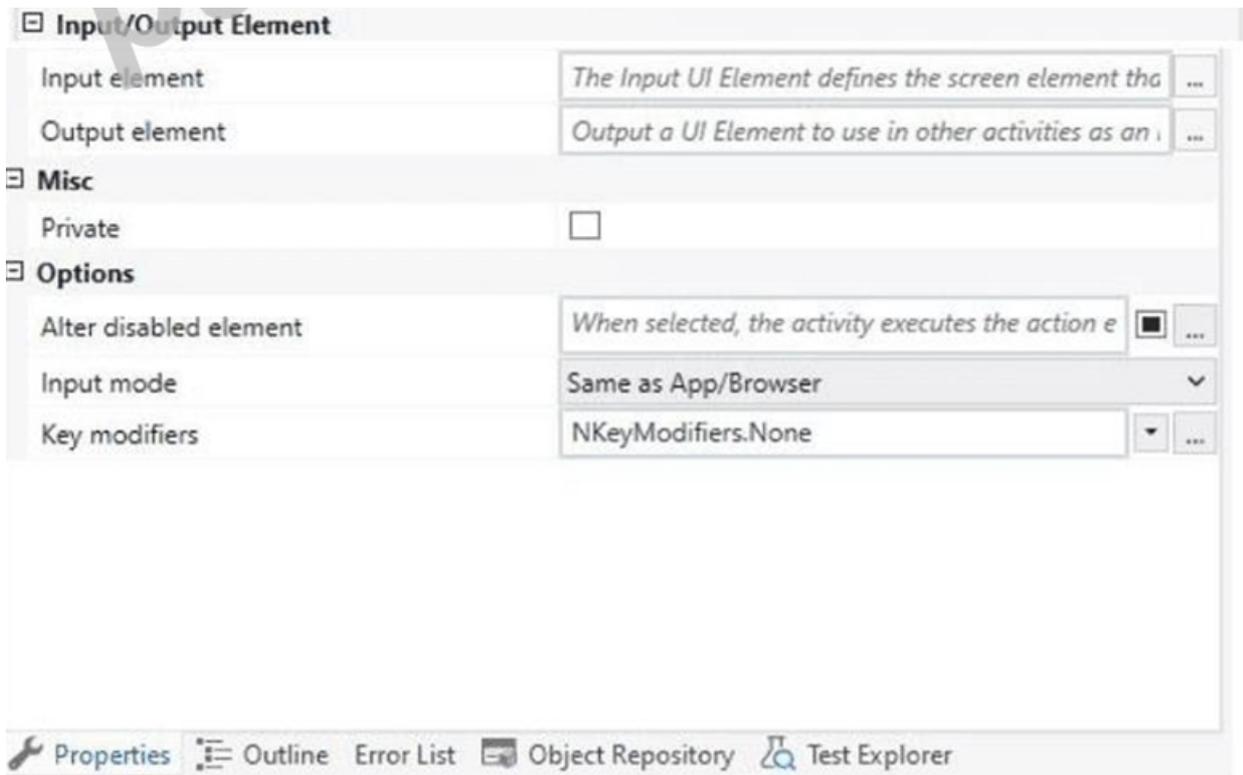
**Input**

- Click type: NClickType.Single
- Cursor motion type: Specifies the type of motion performed by the m ...
- Mouse button: NMouseButton.Left

**Target**

- Click offset: (null)
- Fuzzy selector: "<webctrl aria-role='button' type='submit' tag='IN ...
- Native text: Enter a VB expression
- Responsive websites:
- Strict selector: "<webctrl aria-role='button' css-selector='body&g ...
- Targeting methods: Strict selector
- Visibility check: Interactive (for Fuzzy Selector)
- Wait for page load: NWaitForReady.Interactive
- Window selector (Application instance): "<html app='msedge.exe' title='\*' />"

**Verify execution**: (null)



An animation on the web page never completely loads but the element indicated in the Click activity does load within the specified timeout duration. What occurs when this Click activity executes?

- A. Timeout error occurs without clicking on the element.
- B. Waits 10 seconds before clicking on the element.
- C. Continues to the next activity after 30 seconds without clicking on the element.
- **D. Element is clicked once the element is fully loaded.**

**Answer: D**

Explanation:

Click activity has the following properties:

\*ClickType: Single

\*MouseButton: Left

\*Target.Timeout: 30000 ms (30 seconds)

\*Target.WaitForReady: Interactive

The Target.Timeout property specifies the amount of time (in milliseconds) to wait for the activity to run before the SelectorNotFoundException error is thrown. The default value is 30000 milliseconds (30 seconds)

2.

The Target.WaitForReady property determines how long the activity should wait for the target UI element to be ready before performing the action. The following options are available:

\*None: Does not wait for anything except the target UI element to exist before executing the action.

\*Interactive: Waits until only a part of the app is loaded.

\*Complete: Waits for the entire app to be loaded.

The default value is Interactive, which means that the activity will wait until the UI element is visible and can be interacted with.

Therefore, based on these properties, the Click activity will wait for the element indicated by the selector to be loaded and clickable within 30 seconds. If the element is loaded before the timeout, the activity will click it and continue to the next activity. If the element is not loaded within the timeout, the activity will throw an error and stop the execution. The animation on the web page does not affect the Click activity, as long as the target element is loaded and visible. Hence, the correct answer is A. Element is clicked once the element is fully loaded.

**NEW QUESTION # 72**

Which of the following is a tag in a selector?

- **A. <html app-msedge.exe' title-Find Unicorn Name' />**



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