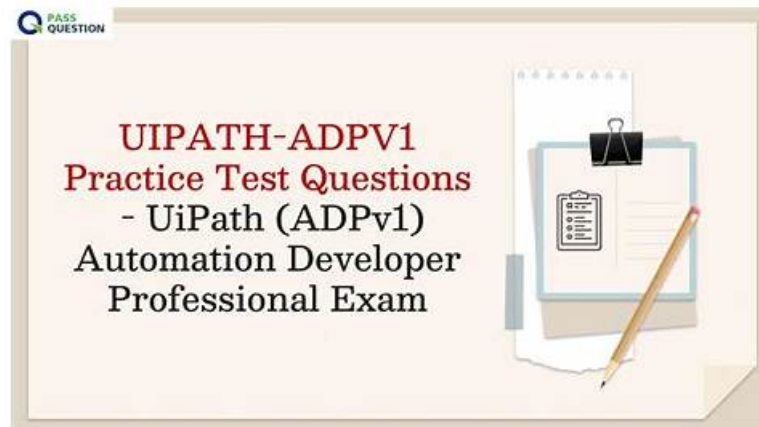


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UiPath UiPath-ADPv1 Exam Syllabus Topics:

Topic	Details
Topic 1	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.
Topic 2	Debugging and Testing: This section is about utilizing logging and debugging tools and adopting unit testing and test automation strategies.
Topic 3	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	UiPath Activities: In this section, the discussion is related to various UiPath activities for UI interaction, data manipulation, control flow, and more.

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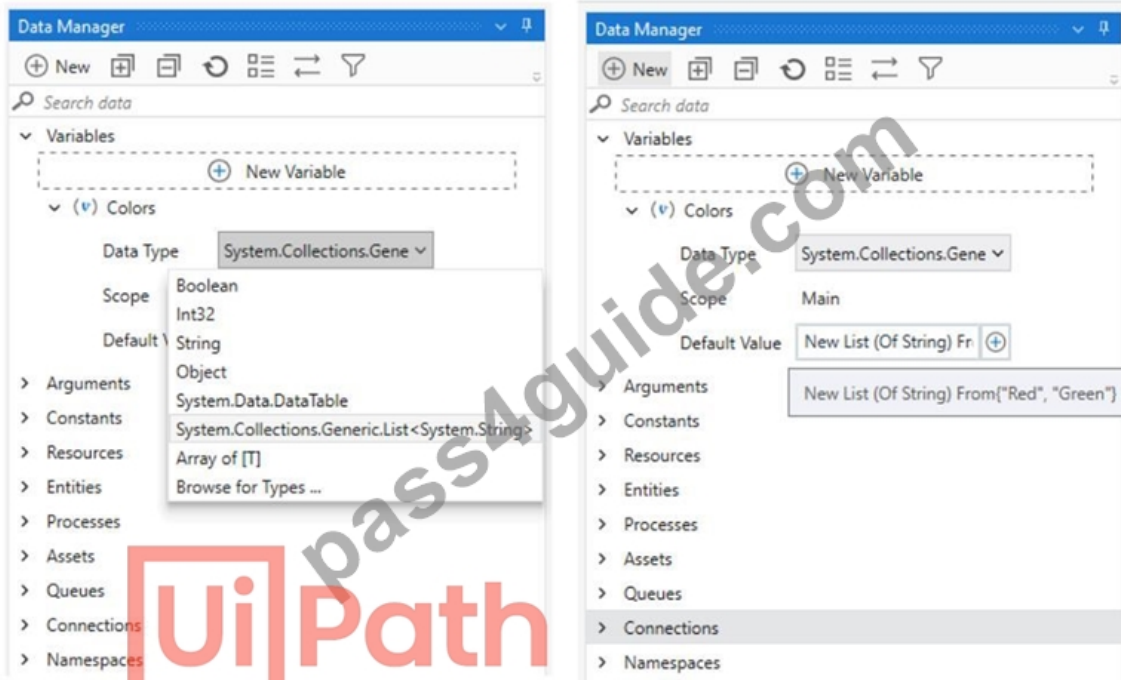
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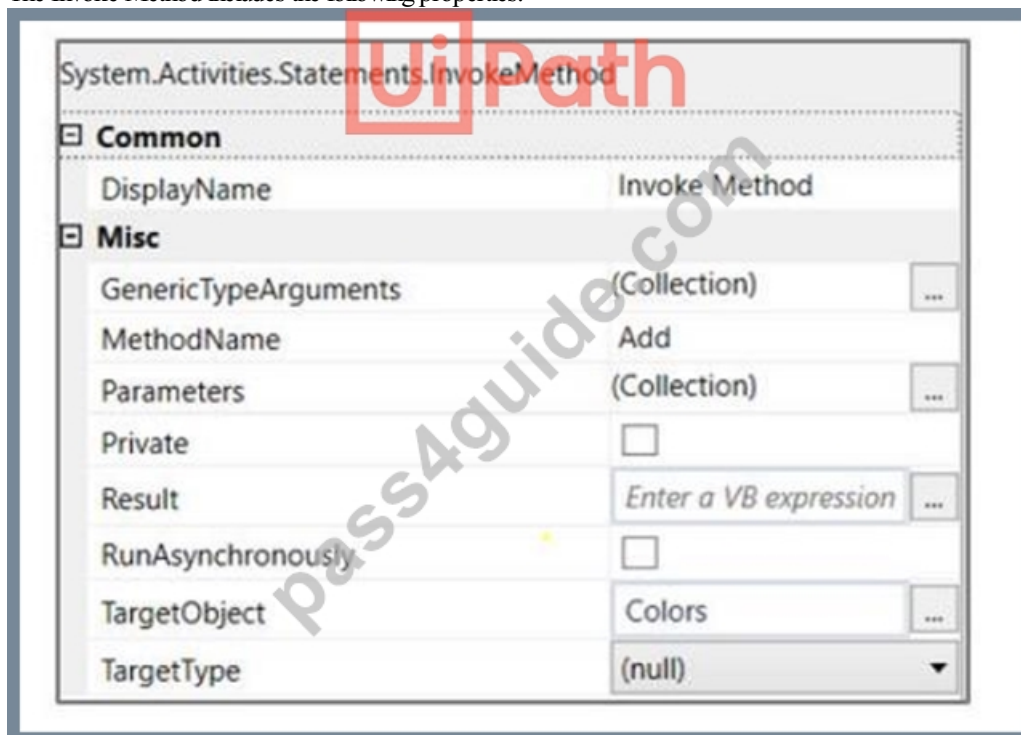
UiPath (ADPv1) Automation Developer Professional Sample Questions (Q83-Q88):

NEW QUESTION # 83

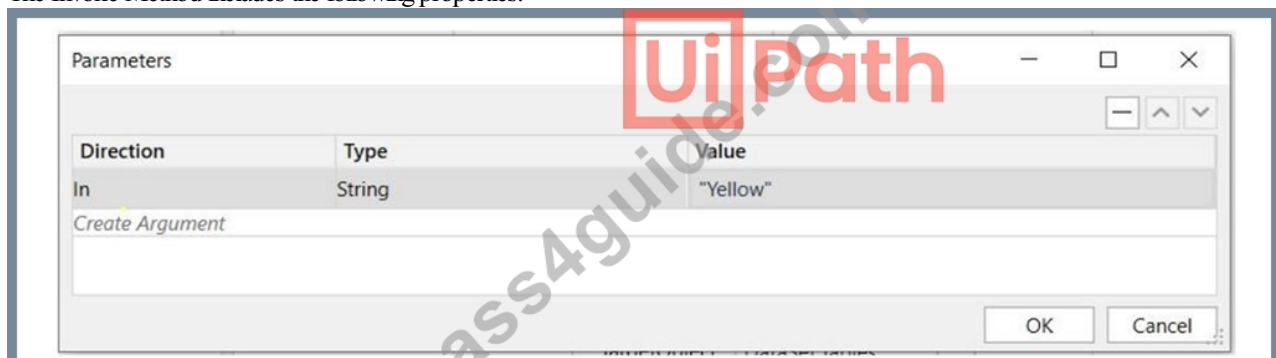
A developer wants to add items to a list of strings using the Invoke Method activity. The list is declared as follows:



The Invoke Method includes the following properties:



The Invoke Method includes the following properties:



Based on the exhibits, what is the outcome of this Invoke Method activity?

- A. Colors will contain items in the following order: "Red", "Green", "Yellow".
- B. Colors will contain items in the following order: "Yellow", "Red", "Green".
- C. Colors will contain items in the following order: "Red", "Green".
- D. Invoke Method activity will throw an error.

Answer: A

Explanation:

Based on the exhibits provided, the developer has set up an Invoke Method activity to add an item to the "Colors" list variable. The list is initially declared with two items "Red" and "Green". The Invoke Method activity is configured to add the string "Yellow" to this list.

The properties of the Invoke Method activity indicate that the method 'Add' will be called on the target object 'Colors' with the parameter "Yellow". This means the string "Yellow" will be added to the end of the list.

The outcome of executing this Invoke Method activity will be:

D: Colors will contain items in the following order: "Red", "Green", "Yellow".

This is because items in a List<T> in .NET are added in sequence, and the "Add" method appends the new item to the end of the list.

NEW QUESTION # 84

While working in an RPA testing project, you encountered the following activity in one of the workflows included in the project.



What action can you perform in your mocked file to replace the functionality of the MessageBox with a LogMessage during mock testing?

- A. Synchronize mock.
- B. Remove mock activity.
- C. Surround activity with mock.
- D. Create mock workflow.

Answer: C

Explanation:

To replace the functionality of the MessageBox with a LogMessage during mock testing, the developer can perform the action of Surround activity with mock. This action inserts a mock activity around the selected activity, which allows the developer to change the behavior of the activity for testing purposes. For example, the developer can right-click on the MessageBox activity and select Surround activity with mock from the dropdown menu. This will create a mock activity that contains the MessageBox activity. The developer can then edit the mock activity and replace the MessageBox activity with a LogMessage activity, which will write the message to the output panel instead of displaying it in a dialog box. This way, the developer can test the functionality of the workflow without having to interact with the MessageBox dialog box. References: [Mock Testing], [Surround Activity with Mock]

NEW QUESTION # 85

When installing UiPath Studio, which of the following actions require administrator privileges?

- A. Administrator privileges are required for installing the robot in both service mode and user mode.
- B. Administrator privileges are required for installing the robot in service mode.
- C. Administrator privileges are required for installing the robot in user mode.
- D. Administrator privileges are not required for installing UiPath Studio.

Answer: B

NEW QUESTION # 86

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

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

Answer: B

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 triggered¹. A state machine consists of states, transitions, and actions¹. 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 entered¹. For example, an entry action can be used to initialize a variable, display a message, or log some information¹.

*Exit Actions: These are the activities that are executed when the state is exited¹. For example, an exit action can be used to clean up some resources, close an application, or update a status¹.

*Transition Actions: These are the activities that are executed when a transition from one state to another occurs¹. For example, a transition action can be used to assign a value, send an email, or invoke a workflow¹.

*Trigger Conditions: These are the conditions that determine when a transition from one state to another should happen¹. For example, a trigger condition can be based on a variable value, a user input, or a timer¹.

NEW QUESTION # 87

A developer configured the properties for a Click activity as shown below:

Properties

UiPath.UIAutomationNext.Activities.NClick

Common

Continue on error: True

Delay after: Delay (in seconds) after this

Delay before: Delay (in seconds) to wait b

DisplayName: Click 'File'

Timeout: 10

Input

Click type: NClickType.Single

Cursor motion type: Specifies the type of motion

Mouse button: NMouseButton.Left

Target

Verify execution: TargetAnchorable (null)

Input/Output Element

Input element: The Input UI Element define

Output element: Output a UI Element to use

Misc

Private: ☐

Options

Alter disabled element: When selected, the activ

Input mode: Hardware Events

Key modifiers: NKeyModifiers.None

What happens if the activity cannot find its target at runtime?

- A. The next activity is executed after 10 milliseconds.
- B. An exception is thrown after 10 milliseconds.
- C. The next activity is executed after 10 seconds.
- D. An exception is thrown after 10 seconds.

Answer: D

Explanation:

The Click activity has a property called TimeoutMS. This property specifies the amount of time (in milliseconds) to wait for the activity to be executed before an error is thrown. In this case, the TimeoutMS property is set to 10000 milliseconds (10 seconds). Therefore, if the activity cannot find its target at runtime, an exception will be thrown after 10 seconds.

NEW QUESTION # 88

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