

Exam Questions 1z0-1071

Oracle Cloud Platform Digital Assistant 2019 Associate

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NEW QUESTION 1

Examine the code snippet below:

```
resolveEntities:
  component: "System.ResolveEntities"
  properties:
    variable: "pizza"
    nlpResultVariable: "iResult"
    maxPrompts: 3
    cancelPolicy: "immediate"
    headerText: "This message appears for each entity"
  transitions:
    actions:
      cancel: "maxError"
      next: "setPizzaDough"
```

Which two statements are true regarding the functionality of a composite bag referenced by the variable pizza?

- A. Any individual entity item can define its own maxPrompts to override the value in the dialog flow.
- B. The first time an incorrect value for an entity item is resolved, it will result in an error and transition to the state called maxError because cancelPolicy is set to immediate and this overrides the setting for maxPrompts.
- C. Each entity item in the composite bag will be prompted for a valid value three times.
- D. After the last invalid input, the flow will navigate to a state called setPizzaDough.
- E. Each entity item in the composite bag will be prompted for a valid value three times.
- F. After the last invalid input, the flow will navigate to a state called maxError.

Answer: A

NEW QUESTION 2

Which three statements are FALSE regarding entity resolution using a composite bag?

- A. You can define multiple prompts for each entity item in the composite bag.
- B. The composite bag will automatically resolve any entity values found in the initial user input.
- C. When a user inputs entity values, they can only be resolved in the order in which they are defined within the composite bag.
- D. Each entity item in the composite bag can have only one value.
- E. Every entity item in the composite bag must be prompted for and have a value entered.
- F. You can define validation code using Apache Freemarker for entity item values.

Answer: ACE

NEW QUESTION 3

What happens after the skill outputs "Welcome to our store's chat bot!" in this dialog flow?

```
output1:
  component: "System.Output"
  properties:
    text: "Welcome to our store's chat bot!"
  keepTurn: true
  transitions:
    next: "output2"

output2:
  component: "System.Output"
  properties:
    text: "You can ask me about what products we have in the store."
  transitions:
    next: "intent"
```

- A. The skill goes to output2, outputs "You can ask me about what products we have in the store", and then returns control to the user.
- B. The skill displays "Welcome to our store's chat bot!" again.
- C. The skill returns control to the user.
- D. After the user enters text, it goes to the intent state.
- E. The skill returns control to the user.
- F. After the user enters text, it goes to output2 and outputs "You can ask me about what products we have in the store."

Answer: A

NEW QUESTION 4

You have been asked to make recommendations to a customer on the value of having a catalogue of test phrases that you can use for batch testing intents. Which statement is the recommendation you would NOT make?

- A. Batch testing allows you to have a baseline of phrases to test against, so you can demonstrate whether your skill is resolving intents more accurately over time.
- B. Batch testing allows you to confirm that any changes you make to the intent utterances do not inadvertently change other intent resolutions.
- C. Batch testing allows you to test every combination of conversation through your dialog flow.
- D. Having a baseline test allows you to determine whether your intent resolution is still functioning within expected limits given any updates to your service.

Answer: D

NEW QUESTION 5

In reviewing a colleague's code, you note the following code in the dialog flow which takes user input and replaces the words "authorized user" or "auth user" with "AU" before then calling the intent resolution in the dialog flow with the altered string.

```
"${utterance.value?replace( 'authorized user|auth user', ,AU,'r')}"
```

 Why would your colleague have done this?

- A. The sentence is being normalized by replacing different versions of words such that they are aligned with the term used in the training utterances.
- B. By replacing "Authorized" and "auth", one is able to bypass the usual authentication mechanism, which requires a user to log on.
- C. "Authorized" and "auth" are reserved words and would fail intent resolution.
- D. The above code has no impact on intent resolution.
- E. The language tag is being changed to Australian (AU) to better match the language of the training utterances.

Answer: D

NEW QUESTION 6

Which two statements are true regarding local web application invocation using the system.webview component?

- A. Local webviews require a Node.js environment and must have a package, json file in their root folder.
- B. An SPA application can issue an Ajax post command to the callback URL that has been passed with the web application launch
- C. system.webview components can only be used with web channels.
- D. Local webviews require SPA applications to have an index.html file in their root folder.

Answer: AD

NEW QUESTION 7

Imagine that you have a financial planning skill. Which two functionalities would typically be implemented as a custom component?

- A. displaying any type of input component
- B. routing the dialog flow based on values returned from a backend service
- C. returning the current value of a requested stock price in a skill message
- D. running the skill within a webpage
- E. routing to another skill within the suite of skills assembled within a digital assistant

Answer: B

NEW QUESTION 8

Which statement is true regarding the default implementation of out-of-order messages?

- A. Navigation remains in the current state.
- B. All variables referenced by the out-of-order-message action are cleared.
- C. There is no default implementation for out-of-order messages.
- D. In the default implementation, when an out-of-order message is detected the navigation continues with the state name associated with the out-of-order message action.

Answer: C

NEW QUESTION 9

What does this dialog flow do?

```

handleUnresolvedIntent:
  component: "System.ConditionEquals"
  properties:
    variable: "unresolvedIntentCount"
    value: "3"
  transitions:
    actions:
      equal: "resetUnresolvedIntentCount"
      notequal: "incrementUnresolvedIntent"
resetUnresolvedIntentCount:
  component: "System.ResetVariables"
  properties:
    variableList: "unresolvedIntentCount"
  transitions:
    next: "handleProblems"
incrementUnresolvedIntent:
  component: "System.SetVariable"
  properties:
    variable: "unresolvedIntentCount"
    value: "<#if unresolvedIntentCount.value??>${unresolvedIntentCount.value?number+1}<#else>1</#if>"
  transitions:
    next: "tryAgain"
tryAgain:
  component: "System.Output"
  properties:
    text: "I don't understand that."
  transitions:
    next: "intent"

```

- A. It logs how many times it takes each user to enter an utterance that resolves to an intent.
- B. It loops back to the intent state until the user enters an utterance that resolves to an intent.
- C. If the user does not enter an utterance that resolves to an intent within three tries, it transitions to a state to handle the user problem.
- D. It stops the conversation if the user can't enter any utterances that resolve to an intent.

Answer: C

NEW QUESTION 10

You have a skill for ordering pizzas. In your experience, you have found that 95% of your customers want a regular crust and just 5% prefer gluten-free crust. Because so few people are likely to want a gluten-free crust, you don't want to prompt for that option, but you do want to make it available. Assuming you already have a composite bag entity that contains a PizzaCrust entity that has the values "regular" and "gluten free", what would be the simplest way to have your skill enable a user to order a pizza with a gluten-free crust without the skill prompting the user for that option?

- A. Don't set a prompt for the PizzaCrust entity item.
- B. For the PizzaCrust entity item, set the Extract With property to reference an entity with the single value "gluten free".
- C. In the composite bag, set the PizzaCrust entity item's Prompt for Value property to Fals
- D. Then, once the the composite bag is resolved, check if the PizzaCrust entity has a valu
- E. If it doesn't, set its value to "regular".
- F. Don't set a prompt for the PizzaCrust entity item and set the Out of Order Extraction property to True.

Answer: A

NEW QUESTION 10

At the end of its execution, a custom component processes the following lines of code, with the conversation variable being the reference to the custom component SDK.

```
conversation.reply("HelloWorld* "); conversation. keepTurn (true) ; done () ;
```

Which statement correctly describes what this code does?

- A. The code prints "HelloWorld" as a message and waits for user input.
- B. The code prints "HelloWorld" as a message and triggers dialog flow navigation to the next state.
- C. The code prints "HelloWorld" multiple times until an infinite loop gets detected by the dialog flow engine.
- D. The code prints the "HelloWorld" message in response to the next user message.
- E. The code triggers dialog flow navigation to a state, which has its name mapped to the current dialog flow state's HelloWorld action transition.

Answer: D

NEW QUESTION 14

What is the output of this code?

```

4   context:
5     variables:
6       runner: "int"
7   states:
8     setVariable:
9       component: "System.SetVariable"
10      properties:
11        variable: "runner"
12        value: 0
13      transitions:
14        next: "increment"
15
16    increment:
17      component: "System.SetVariable"
18      properties:
19        variable: "runner"
20        value: "${runner.value?number +1}"
21      transitions:
22        next: "checkExitCondition"
23
24    checkExitCondition:
25      component: "System.Switch"
26      properties:
27        source: "${(runner.value?number > 3)?then('quit', 'continue')}"
28        values:
29          - "quit"
30          - "continue"
31      transitions:
32        actions:
33          quit: "exit"
34          continue: "increment"
35          NONE: "exit"
36
37    exit:
38      component: "System.Output"
39      properties:
40        text: "Leaving loop at ${runner.value}"
41      transitions:
42        return: "done"

```

- A. "Leaving loop at 3"
- B. "Leaving loop at 4"
- C. "Leaving loop at 0"
- D. "Your session appears to be in infinite loop"
- E. Please_try again later"

Answer: D

NEW QUESTION 17

How does a digital assistant determine which skill to route user input to?

- A. It evaluates all of the user input against one consolidated training model based on the utterances for each skill to determine the candidate skill
- B. Then, it evaluates against the training models for the candidate skills and resolves to the intent with the highest confidence score.
- C. It evaluates all of the user input against the individual training models for each skill, and then it routes to the intent with the highest confidence score.
- D. It evaluates all of the user input against one consolidated training model that combines all of the intents, and then it routes to the intent with the highest confidence score.
- E. It routes to the skill that is activated most often.
- F. It always routes to the currently active skill.

Answer: C

NEW QUESTION 21

Which three statements are true about composite bagentities?

- A. They define a business domain object as a collection of related system entities and custom entities.
- B. When you add entities to the composite bag, you can control how they get extracted in related to other entities and when they are prompted for.
- C. The composite bag will always enforce that every entity has a valid value before allowing the conversation to move on to the next state in the dialog flow.
- D. You need to create a separate composite bag to handle nonentity types such as string
- E. Locations, and attachments.
- F. The composite bag can resolve all entity values using only a single state in the dialog flow.

Answer: BCE

NEW QUESTION 25

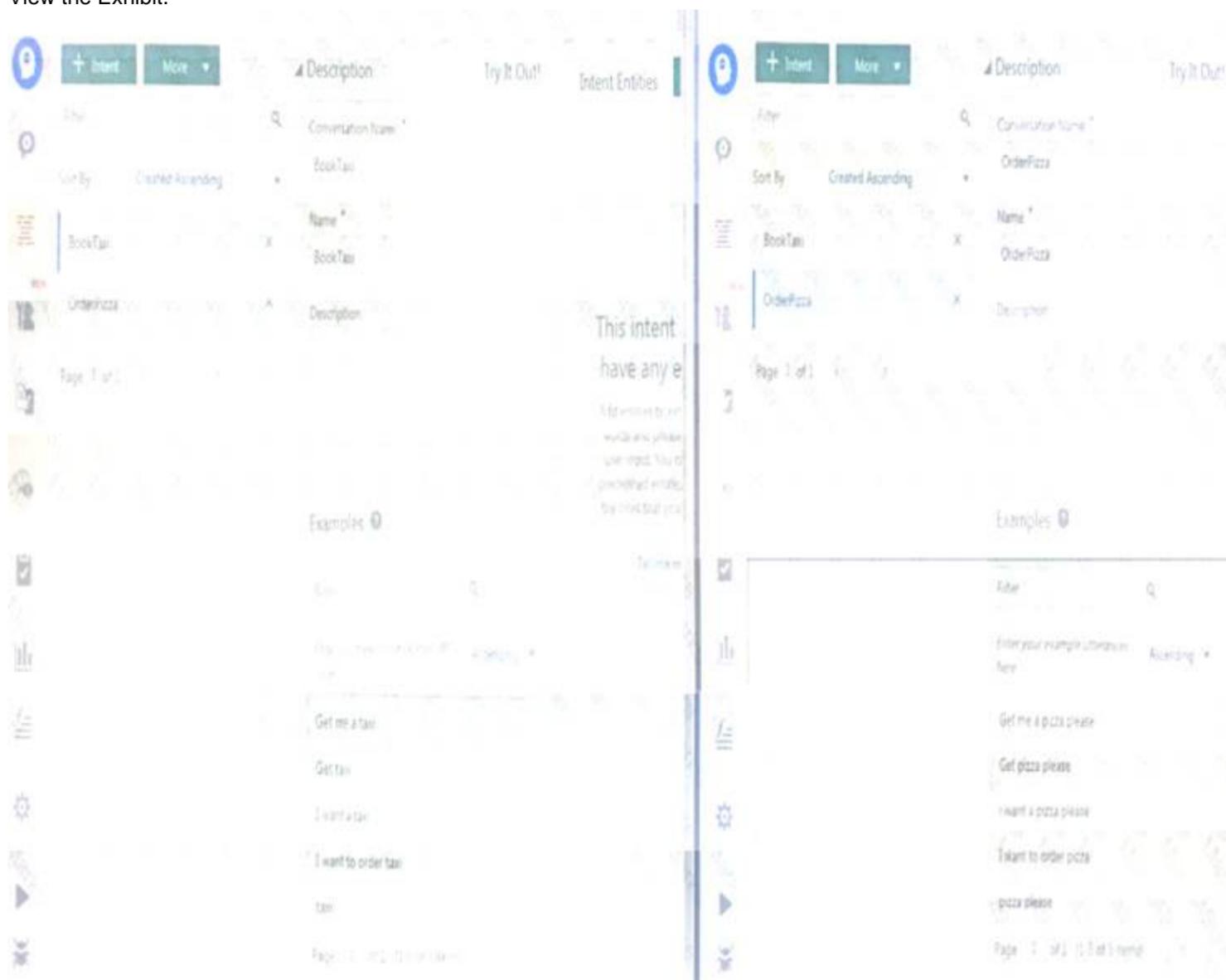
The agentActions property in the System.AgentInitiation component:

- A. Defines the states to which agents can optionally transfer a user when the agent ends the chat.
- B. Sets the message to be displayed when an agent is first connected to a chat session.
- C. Sets the message to be displayed if an agent refuses a chat request.
- D. Sets the agent's post-chat configuration (for example, "ready", "wrap", and so on).

Answer: A

NEW QUESTION 26

View the Exhibit.



You have been asked to review a skill for its readiness for go live. Which four issues would you raise as a priority?

- A. The unresolved intent has not been trained.
- B. The utterances have too much commonality.
- C. All utterances should start with an uppercase letter and end with a period.
- D. The word "please" may inadvertently skew the results.
- E. You should never have single-word utterances.
- F. The number of utterances looks to be too low and artificial for a go-live.

Answer: ABDF

NEW QUESTION 28

A user is in the middle of a conversation flow with a digital assistant but then triggers the Exit system intent by saying "get me out of here". Which statement is true?

- A. Depending on digital assistant routing parameters, the user will be prompted to confirm exiting from the current conversation.
- B. The conversation can only be exited if the current context score is lower than the Exit Skill Confirmation digital assistant routing parameter.
- C. The conversation can only be exited if the current context score is greater than the Exit Skill Confirmation digital assistant routing parameter.
- D. Because the user didn't explicitly specify the invocation name of the skill when exiting, the user will always be prompted to confirm exiting the current conversation.
- E. The conversation will resume at a state in the skill defined by a digital assistant parameter.

Answer: C

NEW QUESTION 33

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