1z0-1071 Dumps

Oracle Cloud Platform Digital Assistant 2019 Associate

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NEW QUESTION 1

In a validation loop, users are repeatedly asked to enter the same information, thereby preventing them from transitioning to a different dialoq flow state in a conversation.

What is causing the validation loop?

A. The dialog flow state uses an input component that references a nonentity type variabl
B. The same dialog flow state is referenced in the next transition.
C. The nlpResultvariable property of the input component points to "iResult", which is a variable of type "nlpresuit".
D. The keepTurn property of the input component is set to true and the maxPrompts property is set to a value greater than 0.
E. The input component associated with a state references a variable of an entity type and the maxPrompts property is not set.

Answer: C

NEW QUESTION 2

Error handlers can be defined in different locations with different scopes Which statement is FALSE regarding the placement of error handlers?

A. An error handler can be defined globally for a skill using the defaultTransition error transition.
B. An error handler can be defined as a transition on any dialog flow state in a skill.
C. The system error handler is called in case of an error when no error handling is defined on the current dialog flow state or as a default transition.
D. You can define a system-wide custom error handler on the digital assistant level.

Answer: A

NEW QUESTION 3

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 statement 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 time
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 time
F. After the last invalid input, the flow will navigate to a state called maxError.

Answer: A

NEW QUESTION 4
What is the output of this code?

```
 8      context:
 9        variables:
10          messages: "string"
11    states:
12      setMessage:
13        component: "System.SetVariable"
14        properties:
15          variable: "messages"
16          value:
17          - "One."
18          - "Two."
19          - "Three."
20      printMessages:
21        component: "System.Output"
22        properties:
23          text: |-
24                  <#list messages.value as text>${text}
25
26                  </#list>
27        transitions:
28          return: "done"
```

A. The code will run into an infinite loop.
B. Only first value - "One" will be printed.
C. The code will fail to validate because |- is not a valid symbol.
D. All the three values - "One." "Two." and "Three." will be printed.

Answer: B

NEW QUESTION 5
You install Oracle Bost Node SDK from GitHub to develop a new custom component service.
Which command, when issued on a command line or terminal window, creates a new custom component service project in the current directory?

A. bots-node-sdk service
B. bots-node-sdk service init
C. bots-node-sdk npm install
D. bots-node-sdk init

Answer: D

Explanation:
Create the Custom Component PackageUse the SDK's command line interface (CLI) to create the necessary files and directory structure.
To create the package folder, and the necessary contents, type the following command in a terminal window: bots-node-sdk init <top-level folder path>
https://docs.cloud.oracle.com/en-us/iaas/digital-assistant/doc/backend-integration1.html

NEW QUESTION 6
Which two statements describe what happens when a System.DatectLanguages component is used in a dialog flow?

A. The system.DetectLanguage component sets the profile.languageTag variable to the language code of the detected user language.
B. The syste
C. DetectLanguage component sets the autoTranslate variable to the language code of the detected user language.
D. A system.DetectLanguage component state causes an exception if no translation service is configured for a skill.
E. The system.DetectLanguage component sets the profile.locale variable to the language code of the detected user language.
F. The system.DetectLanguage component does not detect English because it is the default language.

Answer: AD

NEW QUESTION 7
What happens if there is a system error and the state does not have an error action?

A. The skill transitions to he state that is defined by the defaultTransitions error actio
B. If there isn't one, then it outputs the Unexpected Error Prompt value.
C. The skill transitions to the state that is defined by the next actio
D. If there isn't one, then it transition to the defaultTransitions error action.
E. The skill transitions to the state that is defined by the next action.. If there isn't one, then it transitions to the next state in the dialog flow.
F. The skill outputs the Unexpected Error Prompt value and then transitions to the state that is defined by the defaultTransitionserror actio
G. If there isn't one, then it ends the conversation.

Answer: C

NEW QUESTION 8
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 9
What happens after the skill output Welcome to our store's chat botl'' 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 use
D. After the user enters text, it goes to the intent state.
E. The skill returns control to the use
F. After the user enters text, it goes to output2 and outputs "You can ask me about what products we in the store."

Answer: A

NEW QUESTION 10
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 10
Select the FALSE statement regarding Oracle's recommendation for defining your bot's personality and
conversational design.

A. You should hide from users the fact that they are communicating with a bot and give them the impression that it's a human they are interacting with.
B. You should consider naming your bot and using an appropriate avatar.
C. Your bot should have a persona that matches that of your target audience.
D. Words carry emotions and you should carefully consider verbiage and tone in your dialog responses.

Answer: B

NEW QUESTION 15
As per Oracle's recommendation, which is the best practice regarding conversational design?

A. Ask users open-ended questions such as "how can I help you?"
B. To account for possible mistakes, make it clear to users that the bot is still learning.
C. Use quick reply buttons (as opposed to natural language inputs) as much as possible.
D. Ensure that capabilities of the bot f the things that it can and can't do") are clear and discoverable.

Answer: A

NEW QUESTION 20
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 24
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 29
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 30
Which is a FALSE statement about empty transitions?

A. Empty transitions can lead to unexpected navigation.
B. You should define a next transition on every state.
C. Empty transitions occur when using the next transition element.
D. Avoiding empty transitions will prevent many unexpected dialog flows.

Answer: C

NEW QUESTION 33
kill to output the size of the pizza that was ordered. Which FreeMarker operation must you use

A. "You ordered a ${size[0]} pizza." 3)
B. "You ordered a ${size} pizza." :)
C. "You ordered a ${size.value} pizza.
D. "You ordered a ${size.string} pizza."

Answer: A

NEW QUESTION 34
Which statement about digital assistants is FALSE?

A. A digital assistant can be used to manage a set of skills, including skills that you create yourself and skills that you have added from the Skill
B. A digital assistant ensures that a user completes a conversation in one skill before allowing that user to trigger the intent of a different skill
C. A digital assistant can communicate with customers through different messaging platforms.
D. A connection to a back-end service is through a custom component that is used by a skill, rather than one that is used by a digital assistant.

Answer: B

NEW QUESTION 39
In your conversation flow, you want to make sure that users always see a message, even when there is no data to display. To implement this, you decide to use a system.SetVariable componentthat verifies that the variable mydata contains a value and, if it does sets the value of the displayVar variavbe to the value of mydata. If no value is specified for mydata, then displaVar is set to the string 'No Data.'
Which two BotML with Apache FreeMarker examples implement this requirement?
A)

```
checkHasContent:
  component: "System.SetVariable"
  properties:
    variable: "displayVar"
    value: "${mydata.value?has_content?then(mydata.value,'No Data')}"
```

B)

```
checkHasContent:
  component: "System.SetVariable"
  properties:
    variable: "displayVar"
    value: "${!mydata.value 'No Data'}"
```

C)
```
checkHasContent:
  component: "System.SetVariable"
  properties:
    variable: "displayVar"
    value: "${mydata.value?not_null?then(mydata.value,'No Data')}"
```

D)
```
checkHasContent:
  component: "System.SetVariable"
  properties:
    variable: "displayVar"
    value: "<#if mydata.value != null>${mydata.value}<#else>'No Data'</#if>"
```

E)
```
checkHasContent:
  component: "System.SetVariable"
  properties:
    variable: "displayVar"
    value: "${mydata.value!'No Data'}"
```

A. Option A
B. Option B
C. Option C
D. Option D
E. Option E

Answer: BE

NEW QUESTION 43
How do you declare a context variable for an entity?

A. Set the variable type to "nlpresult".
B. Set the variable type to the same name as the entity.
C. Set the variable type to "entity".
D. Set the variable type to "map" and reference the value by the entity name.

Answer: C

NEW QUESTION 47
Which two statements are true the purpose of the compose bag entity item Out of Order Extraction property?

A. It should not be used for String entity items.
B. When set to True, an entity item value can be updated when prompting for a different entity item value.
C. Only set to True, an entity item value can be updated when prompting for a different entity item value.
D. Only when set to true can entity values be specific in any order in the initial user input.
E. When set to True, an entity item cannot be resolve until a dependent entity item is first resolved.

Answer: CE

NEW QUESTION 50
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 53
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 57
What is the output of this code?

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

Answer: D

NEW QUESTION 59
You are designing a skill for a railway company. You created a value list entity (StationEntity), which is the list of all possible train stations To resolve an intent (RouteInfoIntent), you need to determine whether the user is asking for a route which is either to a station or from a station.
Which statement describes the most robust and efficient approach for extracting this information from the user input?

A. Create a value list entity called ToFromEntIty with values of "to" and "from" and with appropriate synonyms for each valu
B. Create a value list called DirectionStation and add ToFromEntity and StationEntity to thi
C. Then, add DirectionStation to the RouteInfoIntent.
D. Create two derived entities based on StationEntit
E. In one entity, set the preceding phrase to "to" (along with any required synonyms). In the other entity, do the same but with the preceding phrase "from". Add both entities to the RouteInfoIntent intent.
F. Duplicate StationEntit
G. In one version, prefix all of the train station names with "to" and in the other prefix with "from". Then add both entities to the RouteInfoIntent intent.
H. Add StationEntity to the RouteInfoIntent intent and then update the training data with phrases beginning with "from".

Answer: B

NEW QUESTION 61
You have gone through a number of testing iterations of your customer's skill that comprises 10 intents. But you find that generally the best you can get is a confidence score of 96%, even when the user phrase is identical to one of your training utterances.
What should you recommend to your customer regarding this intent confidence score?

A. Keep iterating on user testing and add more training utterances until you can achieve a confidence level of 100% on your user input.
B. For every verb in your training utterances, ensure you add a version of the utterance which also covers the past, present, and future tense of the verb.
C. It is not always possible to achieve 100% confidence and adding more utterances may not help the proble
D. Therefore, do not make further changes to the skill if it is performing to your expectations.
E. The highest possible confidence with 10 intents is 10% (100% divided by the number of intents). So, no further changes to the skill are required.
F. Add more utterances to the unresolvedIntent.

Answer: D

NEW QUESTION 65
Within your digital assistant, you notice that the user input "tell me my balance" immediately initiates the Banking skill. However, it does not offer the user the option to consider that the request could be handled by the Retail skill, which also offers the ability to check the balance in your retail account.
How should you ensure that both the banking and retail skills are considered in this case?

A. Raise the Candidate Skills Confidence Threshold in the digital assistant.
B. Lower the Confidence Threshold in the Retail skill.
C. Lower the Candidate Skills Confidence Threshold in the digital assistant.
D. Lower the Confidence Threshold in the Banking skill.

Answer: C

NEW QUESTION 68
You want the flow to navigate to the cancel transition immediately after the maximum number of failed attempts are exceeded in the System.ResolveEntities
Components.
Which option must you use?

A. Set cancelPolicy to "immediate".
B. There is no such option in system.ResolveEntitis
C. Set cancelPolicy to "true" .
D. Set cancelPolicy to "lastEntity" .

Answer: A

Explanation:
https://docs.oracle.com/en/cloud/paas/digital-assistant/use-chatbot/built-components-properties-transitions-and-u cancelPolicy
Determines the timing of the cancel transition:

> immediate—Immediately after the allotted maxPrompts attempts have been met for an entity in the ba

> lastEntity—When the last entity in the bag has been matched with a value.
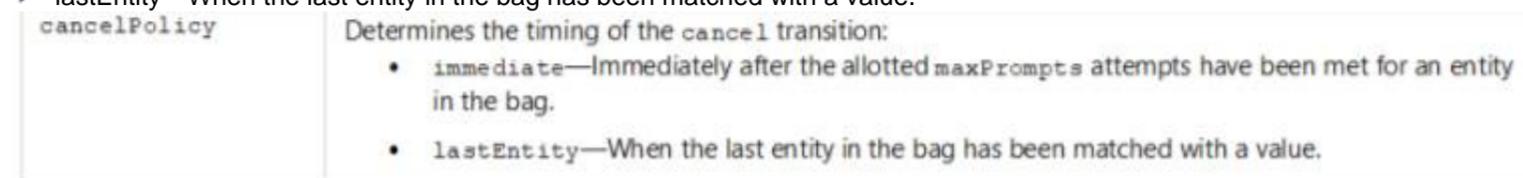
NEW QUESTION 71
want to save some user input, such as the type of pizza a particular user last ordered, so that it's available the next time that user starts a conversation.
Which type of variable should you use to persist values across multiple invocations of the conversation?

A. skill variables
B. user variables
C. context variables
D. profile variables

Answer: A

NEW QUESTION 73
What is the error message ''Your session appears to be in an infinite loop''usually caused by?

A. a missing keepTurn = true entry in the dialog flow
B. a component in a dialog flow state that references a variable that has a value set while the dialog flow state continues to transition
C. a problem with the Digital Assistant tenant
D. a problem with a custom component that is referenced in your dialog flow

Answer: A

NEW QUESTION 78
Which variable type is automatically set with values from the chat client,such as locate and timezoneoffset?

A. System variables
B. Variables that are defined in the cotext section in the dialog flow
C. User variables
D. System.config variables
E. Profile variables

Answer: D

NEW QUESTION 80
You have a digital assistant with a pizza skill. While ordering a pizza, the user triggers the digital assistant's Help system intent by entering "help". What is the
default functionality of the digital assistant assuming no help functionality has been implemented in the pizza skill?

A. The digital assistant displays a prompt and a card which can be configured to show examples of what the skill can do.
B. Nothin
C. You need to explicitly define a help state in the pizza skill.
D. The digital assistant displays the information contained in the Description field of the skill.
E. The digital assistant displays a dialog to confirm if the user wants hel
F. If the user selects "yes", the skill returns to the system, intent and awaits user input.
G. The current conversation stops and the skill returns to the system, intent and awaits user input.

Answer: D

NEW QUESTION 81

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