



# 1Z0-1071-20<sup>Q&As</sup>

Oracle Cloud Platform Digital Assistant 2020 Specialist

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### QUESTION 1

An input component references an entity-type variable from its variable property and does not have the maxPrompts property set. Which two statements describe valid options to help users deal with validation errors?

- A. You can use the alternatePrompt property for user input components to display alternative prompts.
- B. You can use the onInvaliduserInput property on the System.commonResponse component to conditionally show or hide UI controls.
- C. You can use the system.invaliduserinput?boolean expression to detect a previously failed input validation and display alternative prompts or additional UI controls.
- D. You can use the user input component's textReceived action transition to detect validation errors and to navigate to a state in the dialog flow.
- E. You can use the user input component's cancel action transition to navigate to a different state in the dialog flow, display a help message to the user, and navigate back into the dialog flow state that previously failed input validation.

Correct Answer: BC

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### QUESTION 2

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 component that verifies that the variable mydata contains a value and, if it does, sets the value of the displayVar variable to the value of mydata. If no value is specified for mydata, then displayVar is set to the string `\\No Data 1`. Which two BotML with Apache FreeMarker examples implement this requirement?



- A) checkHasContent:  
component: "System.SetVariable"  
properties:  
  variable: "displayVar"  
  value: "\${mydata.value!'No Data'}"
- B) checkHasContent:  
component: "System.SetVariable"  
properties:  
  variable: "displayVar"  
  value: "\${mydata.value?not\_null?then(mydata.value,'No Data')}"
- C) checkHasContent:  
component: "System.SetVariable"  
properties:  
  variable: "displayVar"  
  value: "\${!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?has\_content?then(mydata.value,'No Data')}"

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

Correct Answer: BE

### QUESTION 3

Error handlers can be defined in various locations with different scopes. Which three statements are true about error handling?

- A. An error handler can be defined as a transition on any dialog flow state in a skill.
- B. 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.
- C. You can define a system-wide custom error handler at the digital assistant level.
- D. Implicit error handling is always performed even if there are other error handlers defined in the flow.



E. An error handler can be defined globally for a skill using the defaultTransition error transition.

Correct Answer: BCD

#### 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          </#list>
26      transitions:
27        return: "done"
28
```

- 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.

Correct Answer: B

#### QUESTION 5

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.

Correct Answer: A

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