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QUESTION 1

What is the output of this code?

```
8 context:
9   variables:
10    runner: "int"
11  states:
12    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
41    exit:
42      component: "System.Output"
43      properties:
44        text: "Leaving loop at ${runner.value}"
45      transitions:
46        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. Please_try again later\\\\"

Correct Answer: D

QUESTION 2

You want your skill to transfer conversations over to Oracle Service Cloud customer service representatives. Which type of channel do you create to enable the skill to do this?

- A. Applications
- B. System



C. Agent Integrations

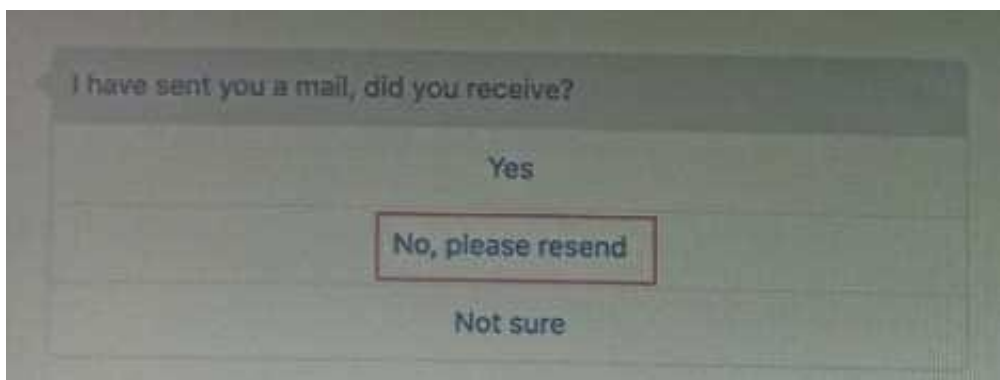
D. Users

Correct Answer: C

<https://docs.oracle.com/en/solutions/handoff-skill-to-live-agent/transfer-users-skill-bot-liveagent1.html#GUID-237F078E-94FF-4A4B-9B70-CA04D619C49F>

QUESTION 3

Take a look at the output of a system.List component in the screenshot below, and note how one of the items includes a comma (,).



In the code below, what value would you assign to the option property for it to display items for `\\Yes\\`, No please\\`, and `\\Not sure\\`?

```
8 context:
9   variables:
10    emailReceive: "string"
11  states:
12    askGreeting:
13      component: "System.List"
14      properties:
15        options:
16          prompt: "I have sent you a mail, did you receive?"
17          variable: "emailReceive"
18      start:
19        component: "System.Output"
20        properties:
21          text: "${emailReceive.value}"
22        transitions:
23          return: "done"
```

A. options: ["Yes","No, please resend","Not sure"]

B. options: "Yes, No, please resend. Not sure"

C. options: Yes, No, please resend, Not sure

D. options: "\\Yes\\", "\\No, please resend\\", "\\Not sure\\"



E. options: [[Yes]. please resend]. [Not sure]]

Correct Answer: E

QUESTION 4

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 5

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.

Correct Answer: C

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