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Vendor:Oracle

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2020 Specialist

Version:Demo

QUESTION 1

Assuming that conversation is a reference to the Bots Node SDK, which two sets of code statements to access the custom component's orderid and userAccount input parameters are valid?

- A. `const order = conversation.properties().orderid; const account = conversation.properties().userAccount;`
- B. `const order = conversation.request().variables[orderid]; const account = conversation.request().variables[accountName 1];`
- C. `const order = conversation.variable(1 orderid); const account = conversation.variable(accountName1);`
- D. `const { orderid } = conversation.properties(); const { accountName } = conversation.properties();`
- E. `const { orderid } = conversation.variable(); const { accountName } = conversation.variable();`

Correct Answer: AE

QUESTION 2

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.

Correct Answer: B

QUESTION 3

Which two components can be used in combination with composite bag entities to auto-generate skill responses and flows from definitions saved in bag items?

- A. `System.ResolveEntities`
- B. `System.Text`
- C. `System.MatchEntity`
- D. `System.CommonResponse`
- E. `System.List`

Correct Answer: AD

QUESTION 4

You want your skill to prompt users for their first name. The name must then be used in the welcome message at the beginning of each bot-user session.

Your user interface guidelines require that each part of the name begin with a capital letter (for example, John Doe or John William Doe).

Which two BotML code examples print the username correctly if the name is provided as "jOhn William doe" or "JOHN doe"?

A)

```
printName:
  component: "System.Output"
  properties:
    text: "Welcome <#list name.value?join(' ') as item>${item?lower_case?cap_first} </#list>"
```

B)

```
printName:
  component: "System.Output"
  properties:
    text: "Welcome ${name.value?starts_with('capitalize')}}"
```

C)

```
printName:
  component: "System.Output"
  properties:
    text: "Welcome ${name.value?cap_first}"
```

D)

```
printName:
  component: "System.Output"
  properties:
    text: "Welcome <#list name.value?split(' ') as item>${item?capitalize} </#list>"
```

E)

```
printName:
  component: "System.Output"
  properties:
    text: "Welcome ${name.value?capitalize}"
```

A. Option A

B. Option B

C. Option C

D. Option D

E. Option E

Correct Answer: CD

QUESTION 5

You are building a skill for ordering pizza and you need it to determine when a user enters the pizza toppings and pizza size in their request.

Which Oracle Digital Assistant feature would you use to identify these variable values in a user's message?

- A. entities
- B. answer intents
- C. channels
- D. digital assistants

Correct Answer: A

QUESTION 6

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 (RouteIntent), 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 value. Create a value list called DirectionStation and add ToFromEntity and StationEntity to this. Then, add DirectionStation to the RouteIntent.
- B. Create two derived entities based on StationEntity. 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 RouteIntent intent.
- C. Duplicate StationEntity. 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 RouteIntent intent.
- D. Add StationEntity to the RouteIntent intent and then update the training data with phrases beginning with "from".

Correct Answer: B

QUESTION 7

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. After the last invalid input, the flow will navigate to a state called setPizzaDough.
- D. Each entity item in the composite bag will be prompted for a valid value three times. After the last invalid input, the flow will navigate to a state called maxError.

Correct Answer: A

QUESTION 8

When testing your skill, you notice that two of its intents consistently rank as the top two, resolving within just a few points of each other.

Given the unpredictable nature of which intent gets the top score, what would you do to allow the skill user to choose the correct intent?

- A. Change the Confidence Win Margin so that both intents are offered to the user.
- B. Change the Confidence Threshold during your testing until the correct intent always wins.
- C. For each intent, create an entity of phrases that are distinct to each intent, and add the appropriate entity to the corresponding intent.
- D. Keep adding training data until you get a predictable result every time.
- E. Change the Explicit Invocation Threshold to zero to ensure that the correct intent is picked up when the user mentions the name of the intent.

Correct Answer: E

QUESTION 9

Which two statements about message translation in a skill are true?

- A. If auto-translation is enabled and a component has its translate property set to false, then the component output message or level will not get auto-translated to the detected user languages.
- B. A system.Output component that reads its text message from a resource bundle does not require auto-translation or its translate property set to true to display translated.
- C. A missing system. DetectLanguage state in a dialog flow causes an exception for components that read their output message from bundle.
- D. For the System.Translateinput component to work, it requires a previously executed system.DetectLanguage component state.
- E. Enabling auto-translation in a dialog flow does not translate the user input message.

Correct Answer: BC

QUESTION 10

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.

Correct Answer: AD

QUESTION 11

To translate output messages, you created a resource bundle in your skill. The resource bundle contains an orderConfirmation key with the following message: Thanks {0} for your order. Your order of a {1} is no its way. In your dialog flow, you have a variable rb of type resourcesBundle defined. In additional, you defined a variable pizzaType holding the type of the pizza (for example, Salami) and a variable pizzaSize holding the size of the Pizza (for example , large).

- A.


```

orderConfirmation:
  component: "System.Output"
  properties:
    text: "${rb('orderConfirmation','profile.firstName','pizzaSize.value','pizzaType.value')}";
  transitions:
    return: "done"
      
```
- B.


```

orderConfirmation:
  component: "System.Output"
  properties:
    text: "${orderConfirmation('profile.firstName','pizzaSize.value','pizzaType.value')}}"
  transitions:
    return: "done"
      
```
- C.


```

orderConfirmation:
  component: "System.Output"
  properties:
    text: "${rb.orderConfirmation('Anonymous',pizzaSize.value, pizzaType.value)}";
  transitions:
    return: "done"
      
```
- D.


```

orderConfirmation:
  component: "System.Output"
  properties:
    text: "${rb('orderConfirmation','${profile.firstName}','${pizzaSize.value}','${pizzaType.value}')}"
  transitions:
    return: "done"
      
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

QUESTION 12

Which three options are true for the system, entityToResolve variable?

- A. System.entityToResolve can reference the resolve value of all entity values defined within the skill.
- B. The system.entityToResolve variable tracks an entity value, that is, as you resolve entities in the composite bag, it references the current entity resolved.
- C. `${system.entityToResolve.value.userinput}` returns the text entered by the user.
- D. `${system.entityToResolve.value.resolvingField}` returns the text entered by the user.
- E. The system.entityToResolve variable can be referenced from within the system. ResolveEntities and system.commonResponse components to display, for example, information about the entity that has been resolved.

Correct Answer: BCD