

Exam Questions 1z0-1071

Oracle Cloud Platform Digital Assistant 2019 Associate

<https://www.2passeasy.com/dumps/1z0-1071/>



NEW QUESTION 1

You install Oracle Bots 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 2

Which two statements describe what happens when a System.DetectLanguages 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 system.DetectLanguage component sets the profile.locale variable to the language code of the detected user language.
- 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 3

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

Answer: C

Explanation:

<https://docs.oracle.com/en/solutions/handoff-skill-to-live-agent/transfer-users-skill-bot-live-agent1.html#GUID>

NEW QUESTION 4

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

- A. The skill transitions to the state that is defined by the defaultTransitions error action.
- 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 action.
- D. If there isn't one, then it transitions 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 action.
- G. If there isn't one, then it ends the conversation.

Answer: C

NEW QUESTION 5

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 6

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 7

intent has been configured with a composite bag entity. Which statement is FALSE?

- A. The skill may allow users to update their previous input.
- B. The conversation is entirely sequential, where users can only input values in the order determined by the dialog flow definition.
- C. The composite bag entity slots values as they are provided from the user input.
- D. It then prompts for other entity item values.
- E. The composite bag entity is typically resolved using a system.ResolveEntities component or a system.commonResponse component.

Answer: D

NEW QUESTION 8

You have a skill and want it to prompt users for their name. The name should 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 or Deo John Willin Doe). Which two BotML code examples print the username correctly of the name is provided as "John William doe" or "JOHN doe"?

A)

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

B)

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

C)

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

D)

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

E)

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

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

Answer: CD

NEW QUESTION 9

ting your skill with certain phrases, you notice that two intents within the skill consistently come out as the top two resolved ones and within a few points of each other.

Given the small and unpredictable nature of which intent was top, which strategy would be the easiest to employ to ensure that the user is able to choose the correct Intent?

- A. Keep adding training data until you get a predictable result every time.
- 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. Change the Confidence Win Margin so that both intents are offered to the user.
- 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.

Answer: E

NEW QUESTION 10

What is the purpose of the training models within Oracle Digital Assistant?

- A. build a complete semantic language model allowing a skill to understand 98% of user input in the trained language
- B. automatically crowdsource sample data to which user input is matched
- C. automatically create n number of classifications where n is a parameter defined for each skill
- D. allow a skill to classify user input to defined intents

Answer: D

NEW QUESTION 10

You are writing a dialog flow and you are at the end of the conversation. For the final state, you are not sure whether to use a return transition use a next transition that goes to the start of the dialog flow.

Which statement is true?

- A. The return transition goes to the start of the dialog flow and resets all variables, whereas next simply navigates.
- B. The next and return transitions are the same and you can use them interchangeably.
- C. The next transition automatically clears variables on navigation, whereas return doesn't.
- D. The next transition can only be used for forward navigation in the flow.

Answer: B

NEW QUESTION 12

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

Answer: AD

Explanation:

<https://docs.oracle.com/en/cloud/paas/digital-assistant/use-chatbot/entities1.html#GUID-603C4329-DBBA-42C>

NEW QUESTION 16

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 (RouteInfolntent), you need to determine whether the user is asking for a route which is either to a station or from a station.

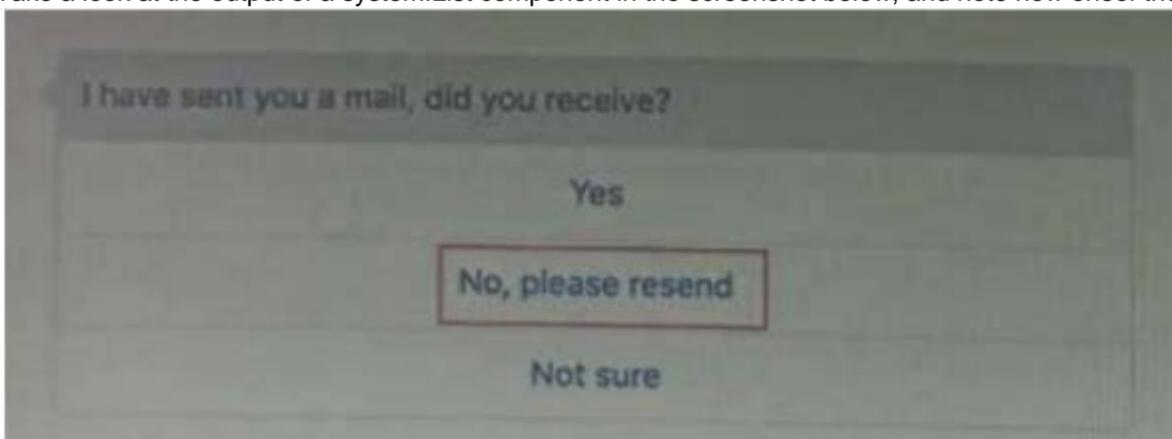
Which statement describes the most robust and efficient approach for extracting this information from the user input?

- 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 RouteInfolntent.
- 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 RouteInfolntent 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 RouteInfolntent intent.
- H. Add StationEntity to the RouteInfolntent intent and then update the training data with phrases beginning with "from".

Answer: B

NEW QUESTION 20

Take a look at the output of a system.List component in the screenshot below, and note how oneof 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\u002C please resen
- C. Not sure"
- D. options: Yes, No\u002C please resend, Not sure
- E. options: "'Yes', 'No, please resend', 'Not sure'"
- F. options: [[Yes]. please resend]. [Not sure]]

Answer: E

NEW QUESTION 24

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 syste
- D. invaliduserinput?booiean expression to detect a previously failed input validation and display alternative prompts or additional UI controls.
- E. 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.
- F. 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.

Answer: BC

NEW QUESTION 28

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 withinthe syste
- F. ResolveEntities and syste
- G. commonResponse components to display, for example, information about the entity that has been resolved.

Answer: BCD

NEW QUESTION 29

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 30

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 bag
- > lastEntity—When the last entity in the bag has been matched with a value.

<code>cancelPolicy</code>	Determines the timing of the <code>cancel</code> transition: <ul style="list-style-type: none"> • <code>immediate</code>—Immediately after the allotted <code>maxPrompts</code> attempts have been met for an entity in the bag. • <code>lastEntity</code>—When the last entity in the bag has been matched with a value.
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NEW QUESTION 35

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 36

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 39

For Agent Integration, you want the bot-user conversation history to become available to the called human agent. Select the configuration option you need to set to make this happen.

- A. Set a custom property on the Service Cloud instance accessed by Oracle Digital Assistant.
- B. Set the "convHistory" variable in the `System.Agentinitiation` component.
- C. This is controlled from Service Cloud and has to be turned on by setting a custom property.
- D. In the skill settings, switch the `Skill Conversation logging` option to "On".

Answer: A

NEW QUESTION 43

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