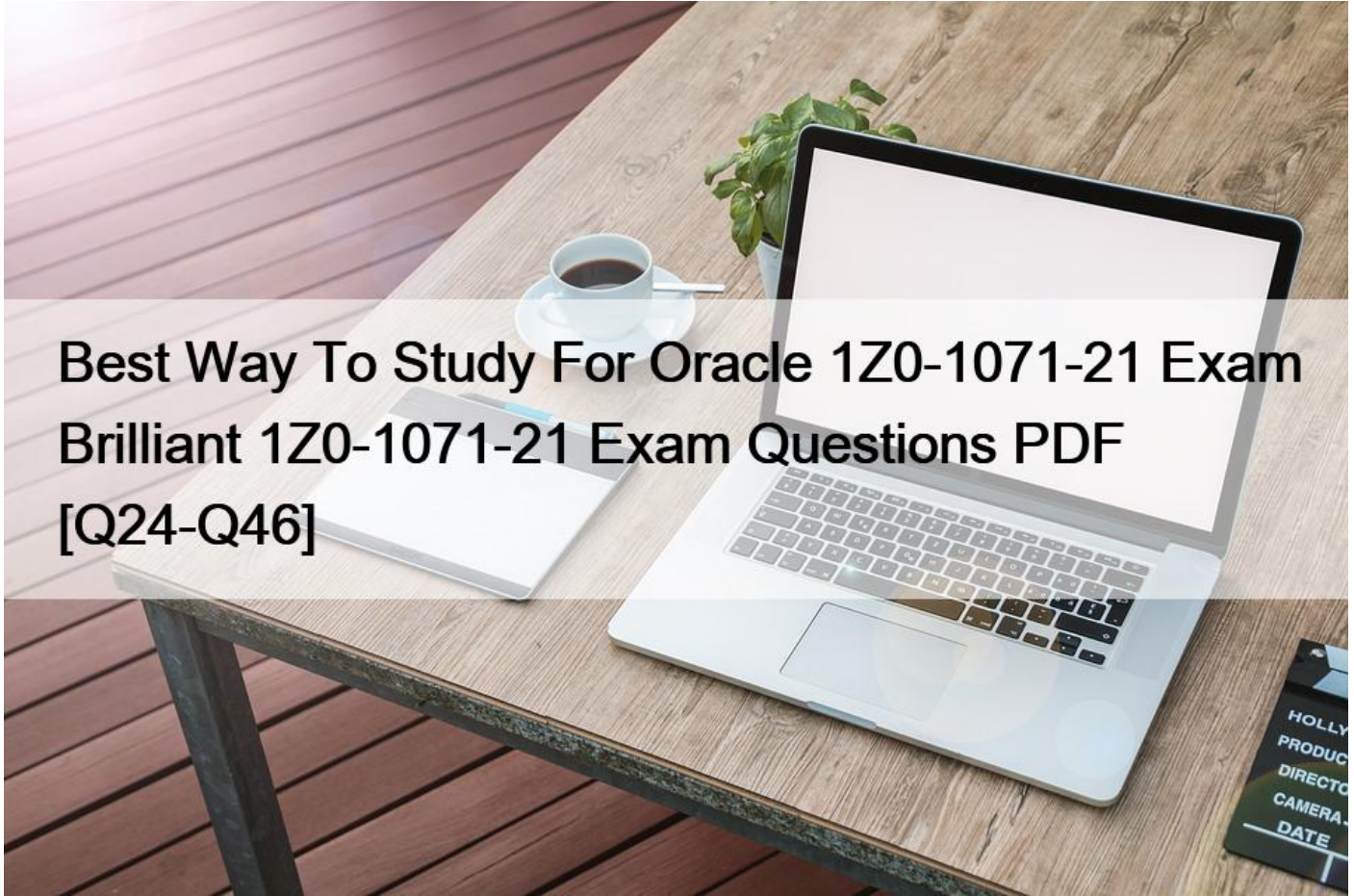


Best Way To Study For Oracle 1Z0-1071-21 Exam Brilliant 1Z0-1071-21 Exam Questions PDF [Q24-Q46]



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Oracle 1Z0-1071-21 Exam Syllabus Topics:

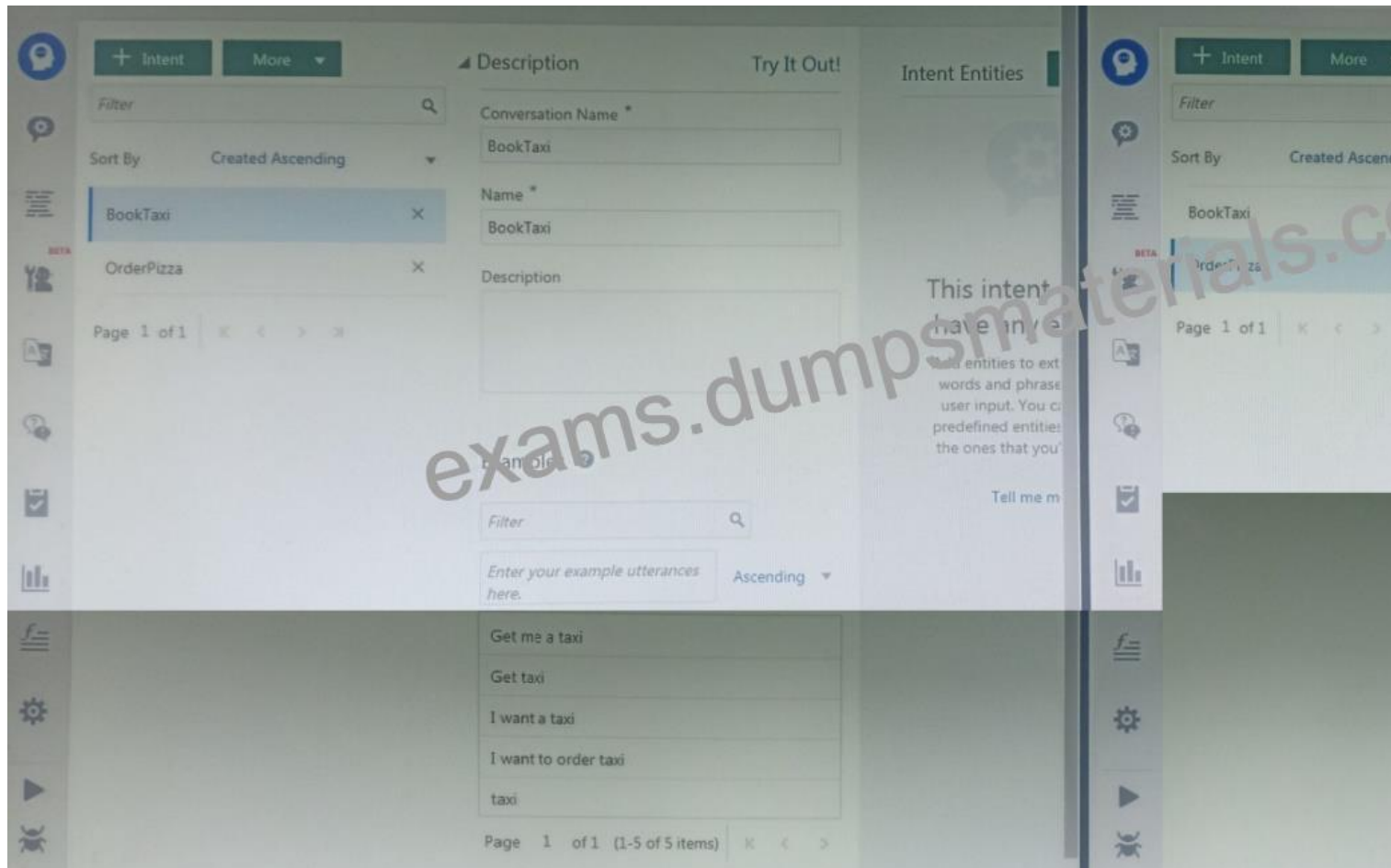
TopicDetailsTopic 1- Escaping the validation loop- Explain Identity IntegrationTopic 2- (New)Digital Assistant and Skills- Backend Integration and ChannelsTopic 3- Describe Digital Assistant and Smart Dialogs- Perform Apache FreeMarker OperationsTopic 4- Handle errors in Conversation Design- Resolve Entities in Dialog FlowsTopic 5- Implement Digital Assistant Intents and Interactions- Describe primary building blocks and provisioning of Oracle Digital AssistantTopic 6- Navigation using Dialog Flows- Create and use Composite BagTopic 7- Handle Out-of-order messages- Describe Training Models- Implement Intent DesignTopic 8- Create, Build and Implement a Custom Component and Embedded Container Service- Describe Plan and Personality in Conversation Design

Q24. You want your skill to output the size of the pizza that was ordered..

Which FreeMarker operation must you use

- * You ordered a `{size[0]}` pizza.
- * You ordered a `{size}` pizza.
- * You ordered a `{size.value}` pizza.
- * You ordered a `{size.string}` pizza.

Q25. View the Exhibit.



You have been asked to review a skill for its readiness for go live. Which four issues would you raise as a priority?

- * The unresolvedIntent has not been trained.
- * The utterances have too much commonality.
- * All utterances should start with an uppercase letter and end with a period.
- * The word "please"; may inadvertently skew the results.
- * You should never have single-word utterances.
- * The number of utterances looks to be too low and artificial for a go-live.

Q26. 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?

- * Raise the Candidate Skills Confidence Threshold in the digital assistant.
- * Lower the Confidence Threshold in the Retail skill.

- * Lower the Candidate Skills Confidence Threshold in the digital assistant.
- * Lower the Confidence Threshold in the Banking skill.

Q27. Select the FALSE statement regarding confidence levels when routing within a digital assistant.

- * A confidence threshold is a value that's compared to the confidence level by the system, intent component to define the next action.
- * Confidence level is the intent engine's score for utterance classification.
- * All skills within a digital assistant must have the same confidence threshold.
- * If other intents that exceed the confidence threshold have scores that are within that of the top intent by less than the win margin, these intents are also presented to the user.

Q28. How do you declare a context variable for an entity?

- * Set the variable type to `result`;
- * Set the variable type to the same name as the entity.
- * Set the variable type to `entity`;
- * Set the variable type to `map`; and reference the value by the entity name.

Q29. 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?

- * Keep iterating on user testing and add more training utterances until you can achieve a confidence level of 100% on your user input.
- * 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.
- * It is not always possible to achieve 100% confidence and adding more utterances may not help the problem. Therefore, do not make further changes to the skill if it is performing to your expectations.
- * 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.
- * Add more utterances to the unresolved intent.

Q30. Which three statements are FALSE regarding entity resolution using a composite bag?

- * You can define multiple prompts for each entity item in the composite bag.
- * The composite bag will automatically resolve any entity values found in the initial user input.
- * When a user inputs entity values, they can only be resolved in the order in which they are defined within the composite bag.
- * Each entity item in the composite bag can have only one value.
- * Every entity item in the composite bag must be prompted for and have a value entered.
- * You can define validation code using Apache Freemarker for entity item values.

Q31. 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?

- * Set `cancelPolicy` to `immediate`;
- * There is no such option in `system.ResolveEntities`
- * Set `cancelPolicy` to `true`;
- * Set `cancelPolicy` to `lastEntity`;

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.

Q32. What statement correctly describes the Authentication Service in Oracle Digital Assistant?

- * The Authentication Service authenticates users to Oracle Identity Cloud Service. It provides customizable login screens that are displayed in the context of a user-bot conversation.
- * The Authentication Service holds the identity provider configuration that is used at run time in Oracle DigitalAssistant to retrieve an access token that authorizes REST service calls.
- * The Authentication Service authenticates Oracle Digital Assistant users to a social media identity provider (for example, Facebook) and associates social media accounts with accounts stored in the Oracle Identity Cloud Service.
- * The Authentication Service allows bot designers to configure a custom webhook to authenticate and authorize users using the System.OauthAccountLink component.

Q33. Which statement is true regarding the digital assistant's Help system intent?

- * You can define utterances that the digital assistant will recognize when the user is asking for help.
- * The help intent cannot route the conversation to a specific state within a skill.
- * The utterances for the help intent are predefined and cannot be changed.
- * If the digital assistant recognizes the user is asking for help, it will automatically route the conversation to a skill called Help.

Q34. What is the error message 'Your session appears to be in an infinite loop'; usually caused by?

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

Q35. When you configure an application in Oracle Identity Cloud Service to be consumed

by Oracle Digital Assistant for the system.OAuth2AccountLink component, why do you need to have the RefreshToken grant selected?

- * The RefreshToken grant ensures that users will never have to sign in to the skill again after their initial login.
- * B. You need a refresh token to force a successful logout of the logged in user.
- * The RefreshToken grant ensures that the System.OAuth2AccountLink component can refresh an expired access token automatically because the access token has a much shorter lifespan than the refresh token.
- * The RefreshToken grant ensures that a fresh access token is retrieved even if a user's password in Oracle Identity Cloud Service has changed, thus ensuring the user uninterrupted access.

Q36. 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?start_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}"

```

- * Option A
- * Option B
- * Option C
- * Option D
- * Option E

Q37. 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’.

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')}!"

```

- * Option A
- * Option B
- * Option C
- * Option D
- * Option E

Q38. 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: "handleProblem"
incrementUnresolvedIntent:
  component: "System.SetVariable"
  properties:
    variable: "unresolvedIntentCount"
    value: "<#if unresolvedIntentCount.value??>${unresolvedIntentCount.value?number+1}<#else>0</endif>"
  transitions:
    next: "tryAgain"
tryAgain:
  component: "System.Output"
  properties:
    text: "I don't understand that."
  transitions:
    next: "intent"
```

- * It logs how many times it takes each user to enter an utterance that resolves to an intent.
- * It loops back to the intent state until the user enters an utterance that resolves to an intent.
- * 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.
- * It stops the conversation if the user can't enter any utterances that resolve to an intent.

Q39. intent has been configured with a composite bag entity.

Which statement is FALSE?

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

Q40. What happens after the skill output Welcome to our store's chat bot! 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"
```

- * The skill displays "Welcome to our store's chat bot!" again.
- * 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.
- * The skill returns control to the user. After the user enters text, it goes to the intent state.
- * The skill returns control to the user. After the user enters text, it goes to output2 and outputs "You can ask me about what products we have in the store."

Q41. 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?

- * Don't set a prompt for the PizzaCrust entity item.
- * For the PizzaCrust entity item, set the Extract With property to reference an entity with the single value

gluten free;.

- * In the composite bag, set the PizzaCrust entity item's Prompt for Value property to False. Then, once the composite bag is resolved, check if the PizzaCrust entity has a value. If it doesn't, set its value to

regular;.

- * Don't set a prompt for the PizzaCrust entity item and set the Out of Order Extraction property to True.

Q42. Which two statements about skills are true?

- * Customers can only chat with skill when those skills managed by a digital assistant.
- * Skills can access back-end services.
- * Skills have dialog flows that you may configure to create conversation.
- * Skills always use natural languages processing (NLP).

Q43. Which two features of Oracle Digital Assistant should you use to allow a skill to specifically classify the user message "What's my balance in savings?" and to identify the type of account?

- * an entity that defines account types (with values such as checking; or savings;)
- * an intent that is been trained with utterances such as check balance;, & "What is my current balance;", and "How much money do I have?";
- * an input form rendered by a webview that is hosted within a Digital Assistant

- * dialog flows with a system.Text component to read the user input
- * a resource bundle populated with phrases such as `“check balance”`, `“What is my current balance?”`, and

`“How much money do I have?”`

Q44. For live-agent transfer, you want the bot-user conversation history to become available to the human agent that the conversation is transferred to.

How do you make this conversation history available?

- * In the skill settings, either switch `Enable Insights` to `On` or switch `Skill Conversation` to `On`, depending on the Digital Assistant version.
- * This is controlled from Oracle Service Cloud and has to be turned on by setting a custom property.
- * Set a custom property on the Oracle Service Cloud instance that's accessed by Oracle Digital Assistant.
- * Set the `convHistory` property in the system.AgentInitiation component.

Q45. Which is a FALSE statement about empty transitions?

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

Q46. With the conversation variable being the reference to the Bots Node SDK, which statement correctly describes what happens when the custom component executes the following code?

```
conversation.reply( 1 HelloWorld 1 );
```

```
conversation.keepTurn(true);
```

```
done();
```

- * The code prints the `“HelloWorld”` message in response to the next user message.
- * The code triggers dialog flow navigation to a state, which has its name mapped to the current dialog flow state's `HelloWorld` action transition.
- * The code prints `“HelloWorld”` multiple times until an infinite loop gets detected by the dialog flow engine.
- * The code prints `“HelloWorld”` as a message and triggers dialog flow navigation to the next state.
- * The code prints `“HelloWorld”` as a message and waits for user input.

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