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QUESTION 1

want to save some user input, such as the type of pizza a particular user last ordered, so that it's available the next time that user starts a conversation. Which type of variable should you use to persist values across multiple invocations of the conversation?

- A. skill variables
- B. user variables
- C. context variables
- D. profile variables

Correct Answer: A

QUESTION 2

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?

- A. Don't set a prompt for the PizzaCrust entity item.
- B. For the PizzaCrust entity item, set the Extract With property to reference an entity with the single value "gluten free".
- C. In the composite bag, set the PizzaCrust entity item's Prompt for Value property to False. Then, once the the composite bag is resolved, check if the PizzaCrust entity has a value. If it doesn't, set its value to "regular".
- D. Don't set a prompt for the PizzaCrust entity item and set the Out of Order Extraction property to True.

Correct Answer: A

QUESTION 3

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

QUESTION 4

Which statement is true regarding the effect of context pinning on routing?

- A. If the input includes an implicit invocation for a skill, the router pins the conversation to that skill.
- B. If the user is pinned to a skill and then enters something that doesn't relate to that skill, the router automatically checks other skills for a match.
- C. The thresholds that determine whether context pinning will occur or not set at the skill level.
- D. For user input that includes an explicit invocation for a skill, but not intent-related utterance, the router pins the conversation to the skill. The next utterance, the router pins the conversation to the skill. The next utterance is assumed to be related to that skill.

Correct Answer: D

QUESTION 5

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

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