

1Z0-151^{Q&As}

Oracle Fusion Middleware 11g: Build Applications with Oracle Forms

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QUESTION 1

Your company applies three different interest rates for customers based on their credit rating, which is classified as being Excellent, Fair, Poor or Unknown.

In the years past, clerks entered credit ratings manually, which resulted in some of them being mistyped. To improve data entry accuracy you modify the Customers form so that the Credit_Rating item is a static list item that allows only those four values.

Users report to you that some of the customer records can no longer be accessed when they use the modified Customers form. How can you fix this problem?

- A. Ensure that required is set to No for the list item so that a blank line appears in the list.
- B. Set the Mapping of Other Values property for the list item.
- C. Set the Default Value property for the list item.
- D. Set the Query Allowed Property for the list Item.
- E. Users must re-enter the records for those customers that cannot be accessed.

Correct Answer: B

The important property is the "mapping of other values." This property tells Oracle Forms how to handle values that are not expected.

QUESTION 2

You do not want users to execute queries while in the Order_Items block, so you write the following key-Exeqry trigger for the Order_Items block:

```
GO_BLOCK(\\orders\\); EXECUTE_QUERY;
```

This works fine except that in the Order_Items block, when you click Enter Query first, and then click Execute Query, you get the error message "FRM-41009: Function key not allowed." What can you do correct this?

- A. Set the Fire in Enter-Query Mode property of the Key-Exeqry trigger to Yes.
- B. Add the following as the first of the key-Exeqry trigger to Yes. SYSTEM.mode := \\NORMAL\\;
- C. Delete the Key-Exeqry trigger and define the following Key-Entqry trigger for the Order_Items block: GO_BLOCK (\\orders\\); ENTER_QUERY;
- D. Delete the Key-Exeqry trigger and define the following Key-Entqry trigger for the Order_Items block: ENTER_QUERY; GO_BLOCK (\\orders\\);
- E. Change the key-Exeqry trigger to: IF : SYSTEM.MODE := \\ENTER-QUERY\\ THEN GO_BLOCK (\\orders\\); EXECUTE_QUERY; ELSE MESSAGE (\\you cannot execute a query for the Order_Items block\\): END IF; Define the following Key-Entqry trigger for the Order_Items block: GO_BLOCK (\\orders\\); ENTER_QUERY
- F. Change the Key-Exeqry trigger to: IF :SYSTEM.MODE != \\ENTER-QUERY\\ THEN GO_BLOCK(\\orders\\); EXECUTE_QUERY; ELSE MESSAGE (\\You cannot execute a query in this block\\); ENTER_QUERY; GO_BLOCK

(\\orders\\');

G. You cannot change this behavior, but you should use the On-Message trigger to display a more meaningful message.

Correct Answer: C

Note: You can use system variables and built-ins to obtain information about queries.

Using SYSTEM.mode

Use the SYSTEM.mode system variable to obtain the form mode. The three values are NORMAL ,

ENTER_QUERY , and QUERY.

NORMAL Indicates that the form is currently in normal processing mode. ENTER-QUERY Indicates that the form is currently in Enter Query mode. QUERY Indicates that the form is currently in fetch processing mode, meaning that a query is currently being processed.

Note 1: ENTER_QUERY procedure

Clears the current block and creates a sample record. Operators can then specify query conditions before executing the query with a menu or button command. If there are changes to commit, the Forms Builder prompts the operator to commit them before continuing ENTER- QUERY processing

Note 2: EXECUTE_QUERY procedure

Clears the current block, opens a query, and fetches a number of selected records. If there are changes to commit, Forms Builder prompts the operator to commit them before continuing EXECUTE- QUERY processing

QUESTION 3

You have been assigned to maintain a Forms application that was designed by a developer who has left the company.

The CV_Tools canvas contains several buttons. There is limited space on the canvas, but the first button is not quite wide enough to display its complete label. In the Layout Editor, you widen the button slightly and find that the width of all the buttons increases so that they now overlap each other.

What could have caused this problem?

- A. The buttons inherit their properties from the same property class.
- B. The buttons were created by dragging them from an object group.
- C. The buttons were created by using a Smart Class.
- D. All other buttons were subclassed from the first button.

E. All other buttons were copied from the first button.

F. The first button was subclassed from another button.

G. The first button was copied from another button.

Correct Answer: D

D (not F): With subclassing you can make an exact copy, and then alter the properties of some objects if desired. If you change the parent class, the changes also apply to the properties of the subclassed object that you have not altered. However, any properties that you override remain overridden. This provides a powerful object inheritance model.

Incorrect answers:

A: A property class is a named object that contains a list of properties and their settings. You can use property classes to increase productivity and improve network performance.

Here are some of the uses of a property class:

*

It increases productivity by setting standard or frequently used values for common properties and associates them with several form builder objects.

*

It defines standard properties not just for one particular object but also for several at a time. This results in increased productivity, because it eliminates the time spent on setting identical properties for several objects.

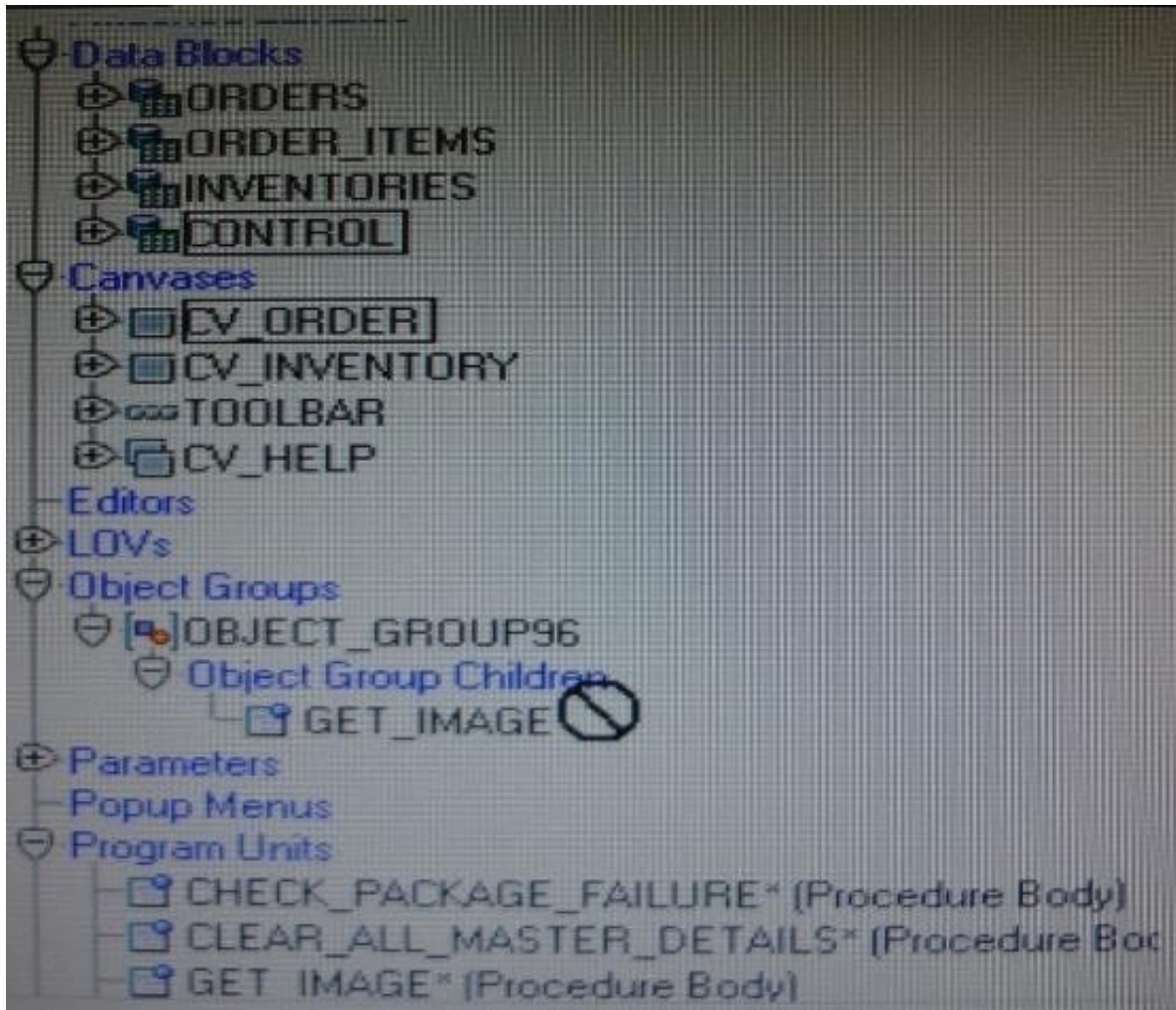
*

It improves network performance by increasing the efficiency of message diffing.

C: A SmartClass is a special member of an Object Library. It can be used to easily subclass existing objects in a form using the SmartClass option from the right mouse button popup menu. E, G: When you copy an object, a separate, unique version of that object is created in the target module. Any objects owned by the copied object also get copied. Changes made to a copied object in the source module do not affect the copied object in the target module.

QUESTION 4

View the Exhibit.



You are attempting to drag the Control and CV_Order objects to an object group as shown in the Exhibit, but you are unable to release them in the Object Group Children node of the object group.

What is the reason for this?

- A. You cannot drag a canvas to an object group.
- B. You cannot drag a block to an object group.
- C. You need separate object groups for different types of objects.
- D. You cannot drag multiple types of objects to an object group at the same time.
- E. You should drag them to the ObjectGroup96 node, not to its Object Group Children node.

Correct Answer: C

See 5) below.

Note: Object Groups An object group is a logical container for a set of Forms Builder objects. You need to define an object group when you want to package related objects for copying or subclassing in another module or if you want to bundle numerous objects into higher-level building blocks that you can use again in another application. You can package the various objects in an object group and copy the entire bundle in one operation. Steps to create an object group

1.

Select the Object Group node in the Object Navigator.

2.

Select the Create icon.

3.

Rename the new object group that is displayed.

4.

Click the form module and expand all the nodes.

5.

Select all the objects of one type that you want to include in the object group.

6.

Drag the selected objects into the new object group entry.

Key notes about object groups

Including a block in an object group also includes its items, the item-level triggers, the block-level triggers and the relations. You cannot use any of these objects in an object group without the block.

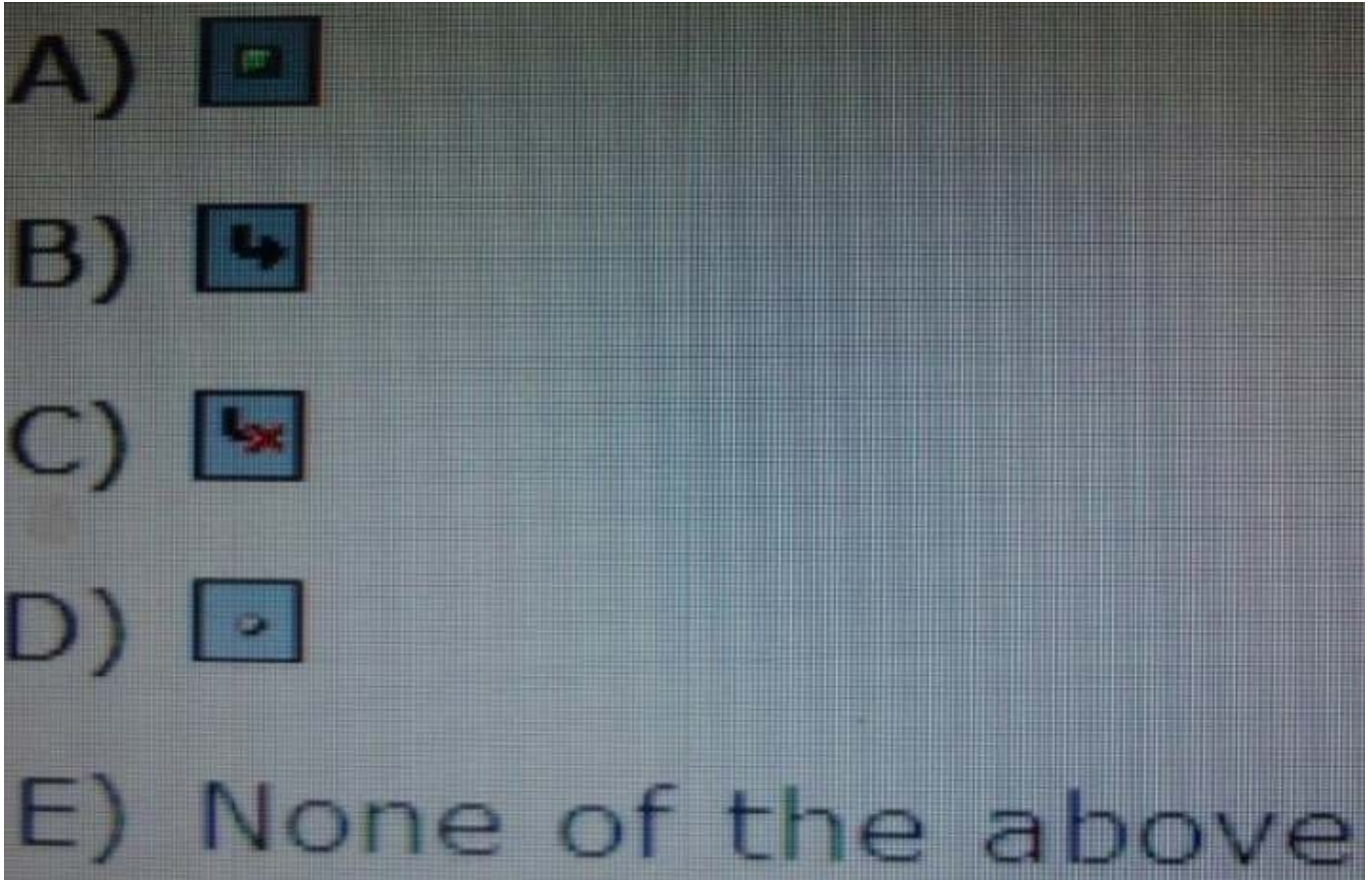
It is not possible to include another object group.

Deleting an object from a module automatically deletes the object from the object group.

Deleting an object group from a module does not delete the objects it contains from the module.

QUESTION 5

Which symbol when used in an object's Property Palette, indicates an inherited property that has been changed?



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

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