

1Z0-151^{Q&As}

Oracle Fusion Middleware 11g: Build Applications with Oracle Forms

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QUESTION 1

You have created a complex menu structure with several types of menu objects. To which objects would you assign menu commands?

- A. main menus
- B. individual menus
- C. submenus
- D. menu items
- E. all of the above

Correct Answer: E

The Menu Editor is a graphical design facility for laying out, modifying, and viewing menu modules and their objects. You can use the Menu Editor to carry out all of your menu design work.

Note:

To use the Menu Editor to create a basic structure for your menu, perform the following steps:

1 .

With the SUMMIT_MENU module selected, perform one of the following actions to invoke the Menu Editor:

Double-click the icon to the left of the module Right-click the module and select Menu Editor Select Tools > Menu Editor from the Forms Builder menu

2 .

When you invoke the Menu Editor, it automatically creates the main menu and one menu item. The main menu is the menu whose items, which can be menu items or submenus, show in the menu bar when you run a form.

In the Object Navigator, change the name of the main menu to MAIN_MENU in the same way that you changed the name of the menu module.

3 .

In the Object Navigator, change the name of the menu item to File.

4 .

Note that the item's display label in the Menu Editor remains the same.

The label is the text that is displayed for the menu item at run time. The label may differ from the name.

You use the name programmatically, and it must follow PL/SQL naming conventions.

Change the label of the menu item by double-clicking in the Menu Editor and typing the new label of File.

5 .

Create two menu items under File. In the Menu Editor, select File, then click Create Down twice.

6 .

In the Menu Editor, relabel the menu items to Save and Exit.

Note that creating menu items under the File object creates a FILE_MENU object as a menu with two items under it. Also, when you relabel the items in the Menu Editor, the names of the items, as shown in the Object Navigator, also change.

7 .

Create another submenu of the main menu and label it Edit by performing the following steps:

In the Menu Editor, select the File node.

Click Create Right.

Relabel the new menu Edit.

8 .

In a similar fashion to the way you created the File menu items, create two items for the Edit menu labeled Copy and Paste.

9 .

You can also use the Object Navigator to add a menu item.

Under the Edit_Menu in the Object Navigator, select the Items node and click Create.

10 .

In the same way as you did with other items, relabel the new item in the Menu Editor with the label Cut, which also renames it in the Object Navigator.

Reference: Creating Oracle Forms Menus

QUESTION 2

You have designed a form with two content canvases. The window for the first canvas was created implicitly, and you have not changed its default properties.

You want users to be able to navigate between the canvases easily while viewing both simultaneously. Therefore, you create a second window, changing only its name from the default properties.

However, when you test the form, you find that you are unable to close either window. What must you do to provide this functionality?

- A. Change the second window to a modal window.
- B. Code a When-Window-Closed trigger for each window.
- C. Set Close Allowed to Yes for both windows.
- D. Set Hide on Exit to Yes for both windows.

Correct Answer: A

Note: Modal and Modeless Windows in Oracle Forms A window in oracle forms is a container for all visual objects that make up a Forms application. You can create two different type of windows in oracle forms. Lets have a brief comparisons between these two types of windows.

*

Modal Window: A modal window is a restricted window that the user must respond to before moving the input focus to another window. Modal windows: Must be dismissed before control can be returned to a modeless window Become active as soon as they display Require a means of exit or dismissal

*

Modeless Window: A modeless window is an unrestricted window that the user can exit freely. Modeless windows: Can display many at once Are not necessarily active when displayed Are the default window type

QUESTION 3

You have a text item in your form named Object1. You want to create Object2 as an exact duplicate of Object1. You want to be able to change the properties of Object2. However if you change Object1, you do not want Object2 to change.

Which method of reusing Object1 would be best for these requirements?

- A. Copying Object1
- B. Subclassing Object1
- C. Creating a property class from Object1
- D. Putting Object1 in an Object library
- E. Referencing Object1 in a PL/SQL library

Correct Answer: A

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.

Incorrect answers:

B: With subclassing you can make an exact copy, and then alter the properties of some objects if desired.

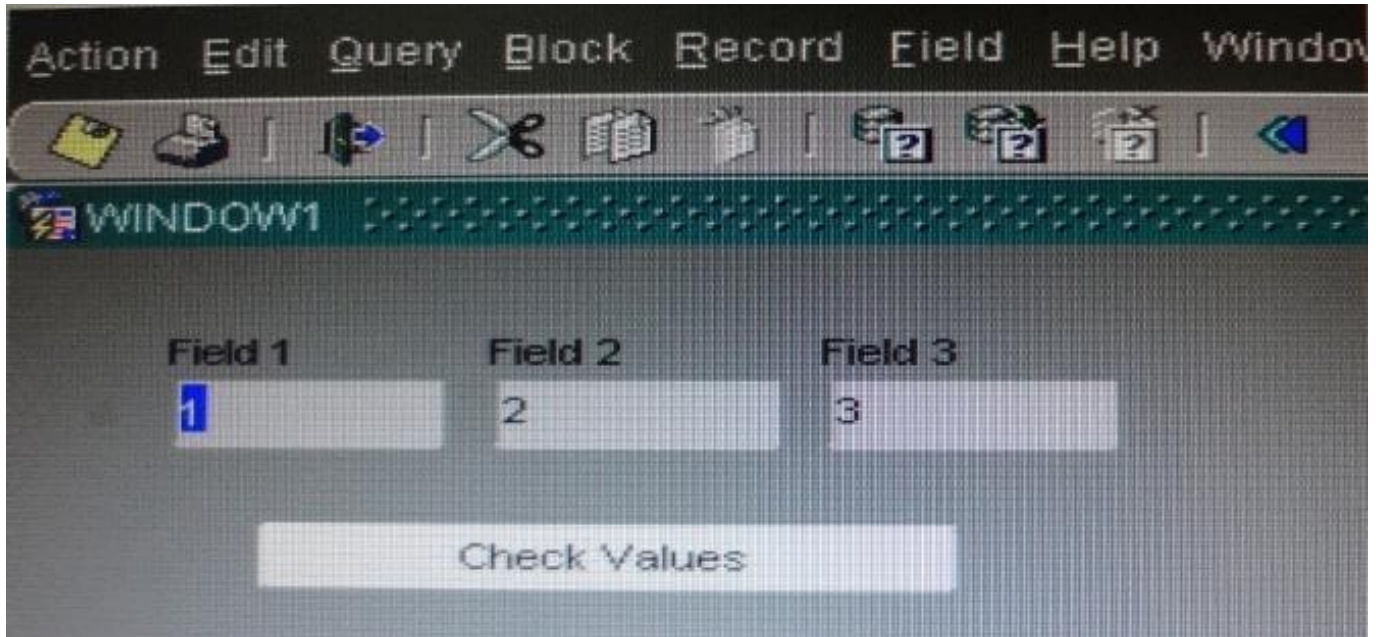
If you change the parent class, the changes also apply to the properties of the subclassed object that you

have not altered. However, any properties that you override remain overridden.

This provides a powerful object inheritance model.

QUESTION 4

View the Exhibit to examine the form.



The text items (Field1, Field2, and Field3) and the button (Check_Values) are in the CONTROL block. The Mouse Navigate property of the button has been set to No.

The following code has been written in a When-Button-Pressed trigger on the Check_Values button:

```
MESSAGE(:field1 | \| - \| | | :SYSTEM.cursor_item | \| - \| | | :SYSTEM.trigger_item);
```

With the focus in Field1 and the values 1, 2, and 3 in the text items, what message will be displayed when the button is clicked.

- A. -4
- B. 1 -2 -3
- C. 1 field1 Check Values
- D. Field1 -1 Check Values
- E. 1 CONTROL.FIELD1 CONTROL.FIELD1
- F. 1 CONTROL.FIELD1 CONTROL.CHECK_VALUES
- G. :field1 - :SYSTEM.cursor_item - :SYSTEM.trigger_item

Correct Answer: F

*

SYSTEM.CURSOR_ITEM

Represents the name of the block and item, block.item, where the input focus (cursor) is located.

The value is always a character string.

In this scenario the value is CONTROL.Field1, as the focus is in Field1.

*

SYSTEM.TRIGGER_ITEM Represents the item (BLOCK.ITEM) in the scope for which the trigger is currently firing. When referenced in a key trigger, it represents the item where the cursor was located when the trigger began. The value is always a character string.

In this scenario the value is CONTROL.CHECK_VALUES, as the CHECK_VALUES button is being clicked.

QUESTION 5

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.

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