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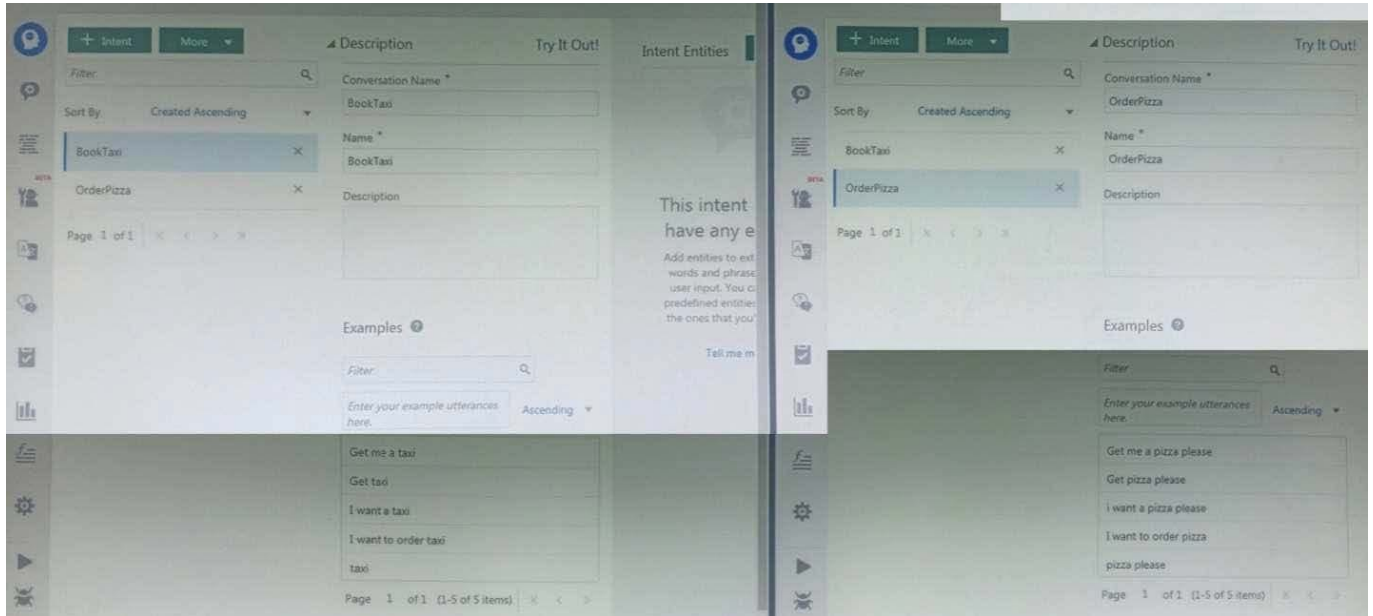
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QUESTION 1

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?

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

Correct Answer: ABDF

QUESTION 2

What is the error message `\\Your session appears to be in an infinite loop\\` usually caused by?

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



Correct Answer: C

QUESTION 3

Consider the following excerpt from a dialog flow code where size is a context variable of value list entity type PizzaSize with values Small, Medium, and Large:

```
context
  variables:
    size: "PizzaSize"
    iResult: "nlpresult"

intent
  component: "System.Intent"
  properties:
    variable: "iResult"
  transitions:
  actions:
    OrderPizza: "getPizzaSize"
    CancelPizza: "cancelOrder"
    unresolvedIntent: "unresolved"

getPizzaSize:
  component: "System.List"
  properties:
    prompt: "What size of pizza"
    variable: "size"
    nlpResultVariable: "iResult"
    options: "${size.value.enumValues}"
  transitions:
    next: "placeOrder"
```

Which two events will occur when a user starts a new conversation with the sentence "Order a Large Pizza"?

- A. The nlpResultVariable property is not supported by System.List, so no entity extraction will occur.
- B. The Dialog Engine will transition to the PlaceOrder state.
- C. The size variable has no value before getPizzaSize is called, so the user will be prompted to select from the list of values.
- D. The nlpResultVariable will populate the size value with Large.

Correct Answer: BD

QUESTION 4

Which three options are true for this dialog flow code?



```
27 startBalances:
28   component: "System.SetVariable"
29   properties:
30     variable: "accountType"
31     value: "${!Result.value.entityMatches['AccountType']}[0]}"
32   transitions: {}
33 askBalancesAccountType:
34   component: "System.List"
35   properties:
36     options: "${accountType.type.enumValues}"
37     prompt: "For which account do you want your balance?"
38     variable: "accountType"
39   transitions: {}
```

- A. The code is poorly programmed because the accountType variable will be set twice.
- B. The system.List component always displays a list of options, regardless of the value of accountType.
- C. If System.SetVariable sets accountType to a value, the System.List component does not display a list of options.
- D. Usage of empty transitions is a bad practice because it can lead to unexpected results.
- E. If no accountType value is set in the startBalances state, the Dialog Engine moves to the next state, askBalancesAccountType, which lists options for different account types.

Correct Answer: BCE

QUESTION 5

You are advised to implement an 80/20 split with training and test utterances. This means that 80% of new utterances harvested from the conversation logs should be used as intent training utterances and 20% for testing.

Why is this a good practice?

- A. Adding 100% of user phrases to the intent would overload the model.
- B. Batch testing works more efficiently when there is a ratio of one test utterance for every five training utterances.
- C. By performing an 80/20 split, you are randomizing which data is added to the utterances.
- D. By keeping 20% for testing, you are able to test the model with data on which it has not been specifically trained.

Correct Answer: A

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