C9510-842^{Q&As}

Rational Functional Tester for Java

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QUESTION 1

What should the tester do to open the comparator in an HTML log after the test has been played back?

A. select View > Failures from the menu

B. click the View Results link in the test log

C. nothing, because the comparator open automatically

D. select Open > Comparator from the menu

Correct Answer: B

QUESTION 2

You cannot access help file from Rational Functional Tester. You receive an error or the page loads slowly. How can this be fixed?

A. talk to the LAN Administrator to see if there is a problem with the corporate network or if the ISP is having performance issues

B. in Network properties, change the IP configuration to static IP and provide a valid IP address, which can be obtained from the LAN Administrator

C. in the Network Advanced settings for proxies, remove "127.0.0.1; localhost" from the Exceptions if these addresses are listed

D. if your host was configured to use DHCP for IP assignment, make sure that the "Automatically detect settings" checkbox is cleared

Correct Answer: D

QUESTION 3

Which statement is true about Functional Tester scripts and datapools?

A. All scripts are associated with either a private or shared datapool, and a script cannot exist without a datapool

B. There are three types of datapools: private, shared and global

C. The datapool associated with a script cannot be changed once the association has been made

D. A datapool can be created while in recording mode

Correct Answer: D

QUESTION 4

What is the effect the Clear State on Close setting in the Object Map interface when you exit the object map?

A. All new test objects will be accepted by removing the "New" designation from the test object.

B. All new test objects will be accepted by changing the New designation to Accepted for the test object.

C. All unused test objects will be removed from the map.

D. All test objects that have not been accepted will continue to have a designation of "New."

Correct Answer: A

QUESTION 5

Given the following settings:

Maximum acceptable recognition score 10000 Last chance recognition score 20000 Warn if accepted score is greater than 10000 Maximum time to attempt to find Test Object 20

How will RFT behave at runtime if the recognition score of a found object is 10000?

A. It will accept the found object after waiting for 20 seconds for an object with better recognition and write an Ambiguous Recognition Warning to the log.

B. It will accept the found object after waiting for 20 seconds for an object with better recognition and write nothing to the log.

C. It will accept the found object immediately and write an Ambiguous Recognition Warning to the log.

D. It will accept the found object immediately and write nothing to the log.

E. It will immediately throw an ObjectNotFoundException and write an Ambiguous Recognition Failure to the log.

F. It will throw an ObjectNotFoundException after waiting for 20 seconds for an object with better recognition and write an Ambiguous Recognition Failure to the log.

Correct Answer: D