



Exam Code: 000-642

Exam Name: rational xde tester

Vendor: IBM

Version: DEMO

Part: A

1: What main categories of statements are included in an XDE Tester script? (Select all that apply.)

- A.Method calls on test objects
- B.Java code added to the application-under-test
- C.Verification points
- D.Methods inherited from RationalTestScript
- E.Java code added to the script that was not part of the recording process
- F.Methods inherited from XDE Tester Script
- G.Methods inherited from the application-under-test

Correct Answers: A C D E

2: How can the logging options in XDE Tester be accessed? (Select all that apply.)

- A.On the Window menu, click Preferences > Playback > Logging .
- B.On the Configure menu, click Preferences > Playback > Logging .
- C.On the Navigate menu, click Go To > Logging Options .
- D.On the Window menu, click Show View > Rational XDE Tester > Logging .
- E.On the Window menu, click Preferences > Rational XDE Tester > Logging .
- F.On the Configure menu, click Preferences> Rational XDE Tester > Logging .

Correct Answers: E F

3: Why would you use regular expressions?

- A.To create status reports on generic test objects
- B.To create an external data file for a data-driven test
- C.To make the tests pass within "closeness" boundaries
- D.To make the tests log an object recognition failure
- E.To make the tests pass every time for all boundaries
- F.To create maintainable code in the application-under-test

Correct Answers: C

4: You are using the Verification Point and Action Wizard. What are the two steps to record a verification point?

- A.Select an object to test and click on the end verification point button.
- B.Select the object map and select an action to perform on the object.
- C.Select an object to test and select an action to perform on the object.
- D.Navigate to the desired object and insert the object in the object map.
- E.Navigate to the object map and select an object from the map.

Correct Answers: C

5: Which of the following statements describe test object maps? (Select all that apply.)

- A.They require manual maintenance for each test object.
- B.Scripts are associated with them.
- C.They contain properties for each test object.

- D.They reduce the need for script maintenance.
- E.They are automatically synchronized with the application-under-test.
- F.They are not visible within the XDE Tester user interface.

Correct Answers: B C D

6: How can an application be configured for testing? (Select all that apply.)

- A.Before recording, start the XDE Tester Application Configuration Tool, and add the application.
- B.Start recording, click Start Application in the Recording Monitor, click Edit , and add the application to be configured.
- C.Configure the object map to recognize the application-under-test.
- D.Change the Windows Preferences to automatically detect the application for testing.

Correct Answers: A B

7: In which programming language does XDE Tester generate a script when recording is stopped?

- A.JavaScript
- B.SQABasic
- C.Ada
- D.C++
- E.Java
- F.C

Correct Answers: E

8: How do you display a message box during script playback?

- A.Develop the script by importing the JOptionPane class and adding Java code for a message box.
- B.Record the script and add one line to import the JOptionPane class.
- C.Develop the script using the message box wizard and manually import the JOptionPane class.
- D.Record the script, use the message box wizard, and add the line to import the JOptionPane class.
- E.Develop the script using the message box wizard and then automatically import the JOptionPane class.

Correct Answers: A

9: You are using the Verification Point and Action Wizard. Why would a wait state be set on an object? (Select all that apply.)

- A.To set the exact amount of time that it will take for the test to execute
- B.To make all tests run in the same amount of time
- C.To make sure the system clock has the correct time
- D.To synchronize the script and the application-under-test
- E.To allow time for the object to be displayed

Correct Answers: D E

10: What script-editing feature offers auto-completion of code fragments as you type?

- A.Syntax highlighting
- B.Code formatting

- C.Text hover
- D.Show source
- E.Content assist
- F.Import assistance

Correct Answers: E

11: What is a shared test object map used for?

- A.To debug troublesome test objects
- B.To create a decentralized object map
- C.To specify a public object class
- D.To use the objects with multiple scripts
- E.To optimize test execution runs

Correct Answers: D

12: How can the test perspective be opened? (Select all that apply.)

- A.Click the Test Perspective button.
- B.On the Window menu, click Open Perspective > Test .
- C.Click the Open a Perspective button and select Test .
- D.Start XDE Tester and the test perspective is always opened by default.
- E.Click the Java Perspective button and select Test .
- F.On the Navigate menu, click Go To > Test .

Correct Answers: A B C

13: You are playing back a script for regression testing. Which of the following are true statements? (Select all that apply.)

- A.You are setting the baseline for expected behavior of the application-under-test.
- B.You are developing your script to work with the application-under-test.
- C.You do not need to make sure the test environment is in the correct state.
- D.You may need to revise the script to bring it up-to-date with the application-under-test.
- E.You are playing back a script against a new build of the application-under-test.

Correct Answers: D E

14: Which of the following are true about the XDE Tester datastore? (Select all that apply.)

- A.It must be created before recording scripts.
- B.It can be associated with multiple projects at the same time.
- C.It can be used without a project.
- D.It must be created after creating the project.
- E.It must be associated with a project.

Correct Answers: A C

15: You are using the Verification Point and Action Wizard. Which of the following are valid actions to perform on the object? (Select all that apply.)

- A.Wait for the object to exist.
- B.Create a Properties verification point.

- C.Create an Image verification point.
- D.Wait for the verification point to exist.
- E.Create an Alphanumeric verification point.
- F.Create a Data verification point.

Correct Answers: A B F

16: What option shows the correct sequence of steps in creating a data-driven test

- A.Begin recording, start the data mapper tool, end recording, map all the data fields
- B.Begin recording, start the data-driven test wizard, perform user actions, end recording
- C.Begin recording, perform user actions, insert regular expressions, end recording
- D.Begin recording, map all the data fields, end recording, define the datapool fields
- E.Begin recording, perform user actions, end recording, add code to use the data source
- F.Begin recording, perform user actions, start the data-driven test wizard, end recording

Correct Answers: E

17: You are not using a project. What is stored in the XDE Tester datastore, by default?

- A.Script recording and playback process
- B.TestManager test logs and listing reports
- C.Scripts and object maps
- D.Defect trends and reports
- E.On-line help and User Guide

Correct Answers: C

18: How do you handle unexpected active windows (UAW) in the script?

- A.Configure the WindowActivate class.
- B.Set the UAW option on the preferences page.
- C.Use the unexpected active window wizard.
- D.Manually add Java code to the script.
- E.Set the UAW option in the Java workbench.
- F.Import the JOptionPane class.

Correct Answers: D

19: How is a shared test object map created?

- A.Automatically, with the script.
- B.Add Java code in the script to create the map.
- C.Run the shared test object map wizard.
- D.Click Add Test Object Map on the Datastore menu.
- E.Set the shared test object map option on the preferences page.

Correct Answers: D

20: What does the recording monitor display?

- A.Messages used during playback
- B.Text written by the user during recording
- C.Messages for actions that are not recorded

D.Messages for each click on the application

E.Messages that are written to the TestManager log

F.Messages for stopping and starting recording

Correct Answers: D F