



**000-642**

**(XDE Tester)**

Total Questions: 50

Last Updated: Oct 19, 2007

Document version: 8.27.11

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## Question: 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

Answer: A, C, D, E

## Question: 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 .

Answer: E, F

## Question: 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

Answer: C

## Question: 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.

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- 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.

Answer: C

Question: 5

Which of the following

(Select all that apply.)

- A. They require manual
- B. Scripts are associated
- C. They contain pre-recorded
- D. They reduce the time to
- E. They are automated
- F. They are not visible

Answer: B, C, D

Question: 6

How can an application

- A. Before recording the
- B. Start recording, then
- C. Configure the object
- D. Change the WireShark

and add the  
 , and add the  
 for testing.

Answer: A, B

Question: 7

In which programming

language is recording is

- B. Scala
- C. Ada
- D. C++
- E. Java
- F. C

Answer: E

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