



## **IBM 000-642**

**Exam Name: rational xde tester**

**Q & A : 50 Q&As**

**Pdf Demo**

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Exam : IBM 000-642

Title : Rational Xde Tester

1. 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.

Answer: AC

2. 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

Answer: DE

3. 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.

Answer: BCD

4. 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

Answer: D

5. 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

6. 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 .

Answer: ABC

7. 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: ACDE

8. 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.

Answer: ABF

9. 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.

Answer: A

10. 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

Answer: E

11. 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

Answer: E

12. 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: EF

13. 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.

Answer: AB

14. 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.

Answer: DE

15. 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.

Answer: C

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