



1Z0-151^{Q&As}

Oracle Fusion Middleware 11g: Build Applications with Oracle Forms

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QUESTION 1

The Orders form, whose properties have not been changed from the default, has two non-base table text items to display the sales representative's first and last names.

You want to ensure that entries made in these Items correspond to an existing employee, so you write a When-Validate-Item trigger for the Sales_Rep_First_Name text item:

```
SELECT LAST_NAME Into :last_name FROM employees WHERE first_name = :first_name; EXCEPTION WHEN NO_DATA_FOUND THEN MESSAGE ('\There is no sales rep by this name');
```

When you test the form and enter a first name that does not exist in the database, the message that you specified appears, but the cursor goes to the Sales_Rep_Last_Name item. You want the cursor to remain in the Sales_Rep_First Name item until a correct first name is entered.

Also, as you continue to test the form, at times, the cursor does not leave the Sales_Rep_First_Name item after you enter a name, but no error message appears.

Which two things can you do to correct these problems?

- A. Add the code to handle the FORM_TRIGGER_FAILURE exception.
- B. Raise the FORM_TRIGGER_FAILURE exception.
- C. Add code to handle the TOO_MANY_ROWS exception.
- D. Raise the TOO_MANY_ROWS exception.
- E. Code an On-Error trigger.
- F. Code an On-Message trigger.
- G. Write a When-Validate-Item trigger for the Sales_Rep_Last_Name item.
- H. Move the code to a form-level When-Validate-Item trigger.
- I. Change the form's validation Unit property to Record.

Correct Answer: AC

A: FORM_TRIGGER_FAILURE Exception Triggers fail only when one of the following occurs: *An unhandled exception *When you request the trigger to fail by raising the built-in exception FORM_TRIGGER_FAILURE This exception is defined and handled by Forms Builder, beyond the visible trigger text that you write. You can raise this exception:

* In the executable part of a trigger, to skip remaining actions and fail the trigger *In an exception handler, to fail the trigger after your own exception-handling actions have been obeyed In either case, Forms Builder has its own exception handler for FORM_TRIGGER_FAILURE , which fails the trigger but does not cause an unhandled exception. This means that you can fail the trigger in a controlled manner.

C: When you use SELECT in a PL/SQL block, it's important to make sure that exactly one row will always be returned by your query. If more than one row is returned, the TOO_MANY_ROWS exception occurs.

Note 1_ When-Validate-Item fires when Forms validates an item.

Note 2: The scope of a trigger is determined by its position in the form object hierarchy--that is, the type of



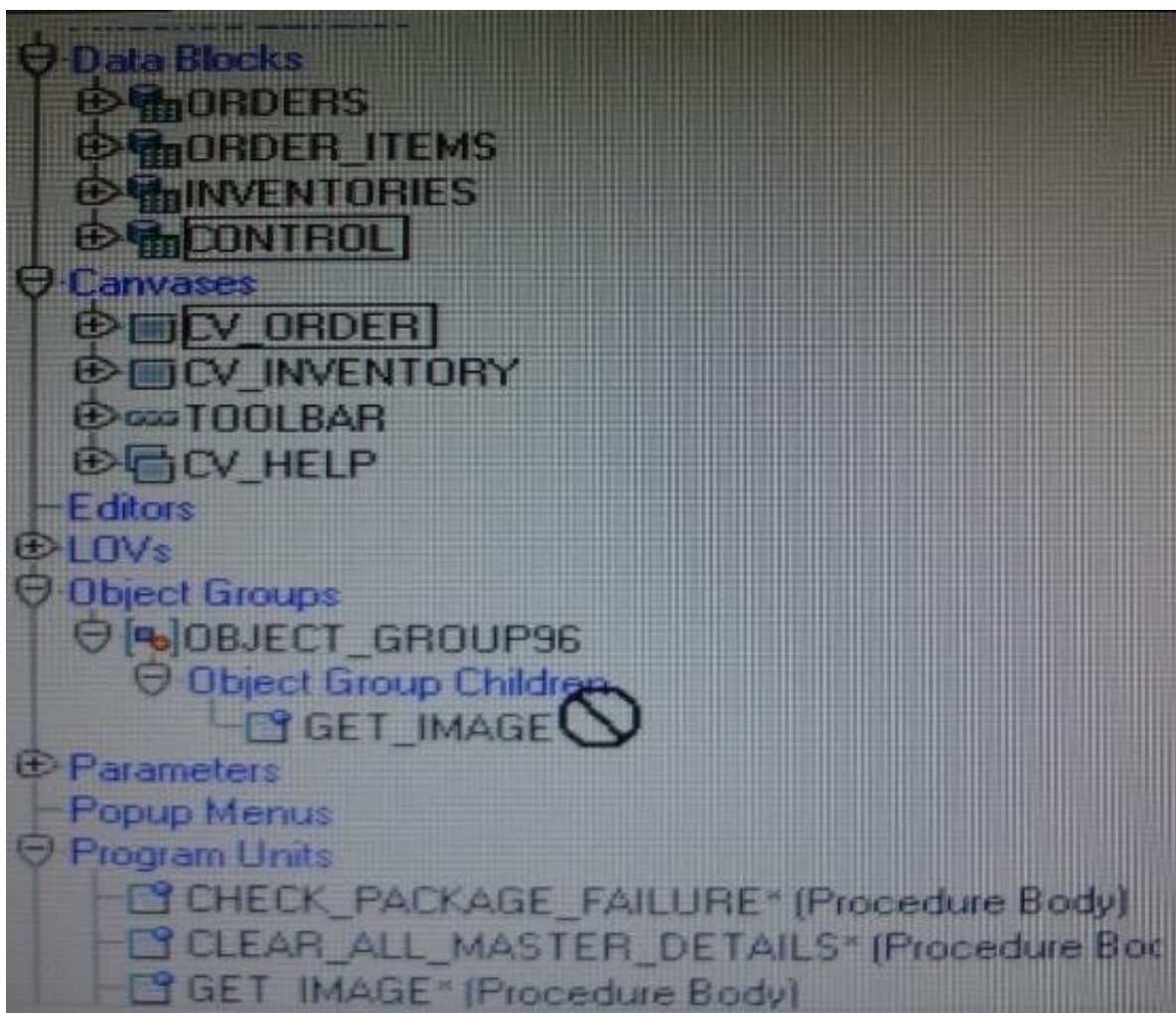
object under which you create the trigger. There are three possible levels that answer the "What Level?" question in the slide graphic:-

Form level:

The trigger belongs to the form and can fire due to events across the entire form. · Block level: The trigger belongs to a block and can fire only when this block is the current block. · Item level: The trigger belongs to an individual item and can fire only when this item is the current item

QUESTION 2

View the Exhibit.



You are attempting to drag the Control and CV_Order objects to an object group as shown in the Exhibit, but you are unable to release them in the Object Group Children node of the object group.

What is the reason for this?

- A. You cannot drag a canvas to an object group.
- B. You cannot drag a block to an object group.



- C. You need separate object groups for different types of objects.
- D. You cannot drag multiple types of objects to an object group at the same time.
- E. You should drag them to the ObjectGroup96 node, not to its Object Group Children node.

Correct Answer: C

See 5) below.

Note: Object Groups An object group is a logical container for a set of Forms Builder objects. You need to define an object group when you want to package related objects for copying or subclassing in another module or if you want to bundle numerous objects into higher-level building blocks that you can use again in another application. You can package the various objects in an object group and copy the entire bundle in one operation. Steps to create an object group

1.

Select the Object Group node in the Object Navigator.

2.

Select the Create icon.

3.

Rename the new object group that is displayed.

4.

Click the form module and expand all the nodes.

5.

Select all the objects of one type that you want to include in the object group.

6.

Drag the selected objects into the new object group entry.

Key notes about object groups

Including a block in an object group also includes its items, the item-level triggers, the block-level triggers and the relations. You cannot use any of these objects in an object group without the block.

It is not possible to include another object group.

Deleting an object from a module automatically deletes the object from the object group.

Deleting an object group from a module does not delete the objects it contains from the module.

QUESTION 3

You have a text item in your form named Object1. You want to create Object2 as an exact duplicate of Object1. You



want to be able to change the properties of Object2. However if you change Object1, you do not want Object2 to change.

Which method of reusing Object1 would be best for these requirements?

- A. Copying Object1
- B. Subclassing Object1
- C. Creating a property class from Object1
- D. Putting Object1 in an Object library
- E. Referencing Object1 in a PL/SQL library

Correct Answer: A

When you copy an object, a separate, unique version of that object is created in the target module. Any objects owned by the copied object also get copied. Changes made to a copied object in the source module do not affect the copied object in the target module.

Incorrect answers:

B: With subclassing you can make an exact copy, and then alter the properties of some objects if desired.

If you change the parent class, the changes also apply to the properties of the subclassed object that you have not altered. However, any properties that you override remain overridden.

This provides a powerful object inheritance model.

QUESTION 4

You add a display item named Quantity to the Order items block of your Orders form to display the quantity on hand for each product. Quantity is a non-base table item that should reflect the count of an ordered product from the inventories table.

What is the best way to populate the Order_Items.Quantity item?

- A. Post-Query trigger
- B. Pre Query trigger
- C. When-New-Form-instance trigger
- D. When New-Item-instance trigger
- E. You need to define a master-detail relation so that the item is populated automatically.

Correct Answer: E

This should be implemented as a master-detail form.

**QUESTION 5**

When tabbing through items in the Employees form, users should not be able to navigate to the Salary text item. If they need to update the item, they will have to explicitly navigate to it by using the mouse.

Which property setting accomplishes this requirement?

- A. Enabled = Yes; Keyboard Navigable = No
- B. Enabled = No; Keyboard Navigable = Yes
- C. Enabled = Yes; Keyboard Navigable = Yes
- D. Enabled = No; Keyboard Navigable = No
- E. Automatic Skip = Yes

Correct Answer: C

*

Keyboard Navigable property Description Determines whether the end user or the application can place the input focus in the item during default navigation. When set to Yes for an item, the item is navigable. When set to No, Form Builder skips over the item and enters the next navigable item in the default navigation sequence. The default navigation

sequence for items is defined by the order of items in the Object Navigator. Applies to all items except chart items and display items

*

Default Yes Usage Notes If Enabled or Visible is set to No (PROPERTY_FALSE for runtime), then the items\ or item instance\ 's Keyboard navigable property is effectively false. At runtime, when the Enabled property is set to PROPERTY_FALSE, the Keyboard_Navigable property is also set to PROPERTY_FALSE. However, if the Enabled property is subsequently set back to PROPERTY_TRUE, the keyboard Navigable property is NOT set to PROPERTY_TRUE, and must be changed explicitly.

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