

MODULE 4

QUESTION BANK

Chapter 5: Taking Control of the Controls

1. Illustrate the Attach window activity with an example.
2. List and Explain the activities that can be used to find the controls on screen/applications.
3. Explain the techniques through which we can wait for a control.
4. Explain the Mouse activities in UiPath Studio.
5. Explain the Keyboard activities in UiPath Studio.
6. Explain the different types of events.
7. Illustrate Screen scraping and explain the different Screen scraping methods.
8. Explain the different types of recording.
9. Explain OCR and also explain types of OCR.
10. Explain how can we avoid typical failure points.
11. Write a short note on the following:
 - a. Selectors
 - b. Scope of the variable
 - c. Delay
 - d. Element Exists
 - e. Try/ catch
 - f. toString method