# Outsystems Assesment 1

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📖◁)) Enable Immersive Reader

Points:  86/100

✓ **Correct**  2/2 Points

1. **Inside an Action flow...** *

　○  ... only one Exception Handler may exist.

　○  ... it's mandatory to have at least one Exception Handler.

　◉  ... the Exception Handler flow can't intersect other flows.   ✓

✓ **Correct**  2/2 Points

2. **Which of the following options is false?**      *

　○  Input Parameters allow passing data between Screens when navigating between them.

　◉  Local Variables from a Screen may be directly accessed from another Screen.   ✓

　○  Local Variables allow temporarily storing relevant information inside a Screen.

　○  When the value of a Local Variable changes the user interface reacts immediately.

✓ **Correct**  2/2 Points

3. **In OutSystems, how do we restrict access to a Screen?** *

○ Go to the Users application and associate the Screen to a specific role.

◉ Tick the Roles with access in the Screen Properties.    ✓

○ Use the CheckRole Action.

○ We don't. Only users with a username and password can access.

✓ **Correct**  2/2 Points

4. **Which of the following steps is necessary to create a many-to-many relationship between Entity A and Entity B?**    *

○ Set the data type of the identifier attribute of Entity B to Entity A Identifier.

○ Add a new reference attribute of type Entity B Identifier to Entity A.

◉ Add a new Entity C, with two reference attributes of type Entity A Identifier and Entity B Identifier.    ✓

○ Add a new reference attribute of type Entity B Identifier to Entity A and a new reference attribute of type Entity A Identifier to Entity B.

✓ **Correct**  2/2 Points

5. **Client Actions and Server Actions can have the following variables:** *

○ Input and Output Parameters, but no Local variables.

○ Input Parameters and Local Variables, but no Output Parameters.

◉ Input and Output Parameters, as well as Local Variables.    ✓

○ Output Parameters and Local Variables, but no Input Parameters.

✕ **Incorrect**  0/2 Points

6. **If we have multiple Exception Handlers in an Action flow and an Exception is raised...** *

○ ... the execution is always moved to the Global Exception Handler.

○ … the execution is moved to the Exception Handler that is most specific to the Exception.    ✓

○ … the execution is moved to all Exception Handlers of the Action.

◉ … a Switch statement is needed to select which Exception Handler will continue the execution.

✕ **Incorrect**  0/2 Points

7. **In which of the following situations is the On Parameters Changed Event triggered?** *

○ If the value of a Block Input Parameters changes inside a Client Action of the Block.

◉ The On Parameters Changed must be explicitly triggered by the parent of the Block

○ When the parent of the Block changes the value of at least one of the Block Input Parameters.    ✓

✕ **Incorrect**  0/2 Points

8. **A Block can be used...** *

○ Only inside other Screens.

◉ Inside Screens and Blocks, including itself.

○ Inside Screens and Blocks, except on itself.    ✓

○ Only inside other Blocks.

✓ **Correct**  2/2 Points

9. **Which of the following options is correct regarding Client Variables?** *

○ The value of a Client Variable is shared among all logged-in users.

○ Lists or Binary Data can also be stored on Client Variables.

○ Client Variables should be used to store confidential information.

○ Client Variables are useful to cache frequently accessed information.    ✓

✓ **Correct**  2/2 Points

10. **Which of the following is a good use case for a Site Property?** *

○ Current user ID

○ Total Stock Quantity of Products

◉ REST Web Service API Key    ✓

○ Search Keyword

✓ **Correct**  2/2 Points

11. **Which of the following commands is not available in the OutSystems debugger?** *

○ Stop Debugging

○ Continue Request

○ Step Over

◉ Restart Debugging    ✓

✓ **Correct**  2/2 Points

12. **What type of variables can be created inside a Screen?**    *

○ Local Variables only.

○ Input Parameters only.

◉ Input Parameters and Local Variables.    ✓

○ Input Parameters, Output Parameters, and Local Variables.

✓ **Correct**  2/2 Points

13. **Which of the following mappings between Outsystems and the Database is NOT correct?** *

   ◯ Entities - Tables.

   ◯ Attributes - Column.

   ◉ Reference attribute - Primary Key.    ✓

   ◯ Index - Index.

✓ **Correct**  2/2 Points

14. **Regarding Placeholders, which of the following options is correct?** *

   ◉ A Placeholder reserves space in the interface to be allocated when the block is instantiated.    ✓

   ◯ When a Block with Placeholders is instantiated, it is mandatory to place at least one wid get inside the placeholders.

   ◯ Placeholders can be added to Screens and Blocks.

   ◯ Only one placeholder may be added per Block.

✓ **Correct**  2/2 Points

15. **Considering that we can add several filters to an Aggregate, which of the following options is false?** *

   ◉ A record is included in the output if it matches at least one of the filters.    ✓

   ◯ Filters are concatenated with the AND operator.

   ◯ All filters are translated to SQL and included in the WHERE clause.

   ◯ Logical operators and some built-in functions can be used inside filters.

✕ **Incorrect**  0/2 Points

16. **Which of the following elements can't be used to create calculated attributes in an Aggregate?** *

  ◉ Value of the attributes of the Source Entities.

  ◯ Built-in Functions that can be translated to SQL (e.g. Length(), Power()).

  ◯ Variables.

  ◯ Server Actions using Entity Attributes.        ✓

✓ **Correct**  2/2 Points

17. **Which of the following options is correct?** *

  ◯ Screen Actions can call other Screen Actions from a different screen.

  ◯ Client Actions can call Screen Actions.

  ◯ Server Actions can call Client Actions.

  ◉ Client Actions can call Server Actions.        ✓

✕ **Incorrect**  0/2 Points

18. **Regarding Block Events, which of the following options is false?** *

  ◯ Events can be defined at the Block or Screen level.        ✓

  ◯ Events allow to pass information from the Block's scope to the parent scope.

  ◉ Events are triggered by a Block and handled by its parent.

  ◯ Two instances of a Block may use the same handler for the same event.

✓ **Correct**  2/2 Points

19. **In an Aggregate, the purpose of the Test Values section is...** *

○ To define values for testing the preview of the Aggregate's output.     ✓

○ To set the conditions to get specific records, not all the records.

○ To define the order of its output records.

○ To define the entities we want to get records from.

✓ **Correct** 2/2 Points

20. **Considering that Aggregates can have hidden columns, which of the following options is correct?** *

⦿ Hiding columns in the Aggregate only affects the preview of the output.     ✓

○ Columns that are empty in the database are automatically hidden.

○ The hidden columns help optimizing the Aggregate.

○ The hidden columns are not part of the output.

✓ **Correct** 2/2 Points

21. **Regarding Reactive Web Apps in Outsystems, which of the following options is false?** *

○ A Reactive Web app is a cross-device app.

⦿ Data requests are executed synchronously.     ✓

○ The code generated by Outsystems results in a single-page application.

○ A developer builds the Reactive Web App in Service Studio.

✓ **Correct** 2/2 Points

22. **In an Aggregate, the Sources section is used for...** *

○ Defining values for testing the Aggregate's output records.

⦿ Defining the Entities, we want to retrieve records from.     ✓

○ Defining conditions to get specific subsets of records.

○ Defining the order of the Aggregate's output records.

✓ **Correct** 2/2 Points

23. **What happens when a developer publishes a module?** *

● The Outsystems platform compiles it and generates the HTML, CSS, and JavaScript.					✓

○ The browser opens.

○ Nothing

○ The code is uploaded but only compiled when a user accesses the application.

✓ **Correct** 2/2 Points

24. **Consider an Aggregate with a "With or Without" join between two entities. What is the expected output of the Aggregate?** *

○ All records from both Entities (FULL OUTER JOIN).

○ Only records where there is a match between the two Entities (INNER JOIN).

● All records from the left entity even if there is no match in the right entity (LEFT JOIN).					✓

○ All records from the right entity even if there is no match in the left entity (RIGHT JOIN).

✓ **Correct** 2/2 Points

25. **Which of the following steps is necessary to create a 1-to-many relationship between a Master Entity A and a Detail Entity B?** *

○ Set the data type of the identifier attribute of Entity B to Entity A Identifier.

○ Add a new Entity C, with two reference attributes of type Entity A Identifier and Entity B Identifier.

○ Entity A must have a reference attribute of type Entity B Identifier.

   ⦿ Entity B must have a reference attribute of type Entity A Identifier.  ✓

✓ **Correct** 2/2 Points

26. **In OutSystems, a Block is a reusable UI component. Which of the following is NOT correct?** *

   ◯ A Block promotes reusability, i.e. develop once, reuse many times.

   ◯ A Block encapsulates its own logic.

   ◯ A Block improves maintainability, i.e., change the design or functionality, affect all usages.

   ⦿ A Block can only be reused once.  ✓

✓ **Correct** 2/2 Points

27. **Regarding data relationships, which of the following options is correct?** *

   ⦿ An Entity must have an identifier to allow relationships.  ✓

   ◯ A reference attribute needs to be mandatory.

   ◯ An Entity can only have one reference attribute.

   ◯ The Entity identifier must be an integer.

✓ **Correct** 2/2 Points

28. **What is the Screen behavior when a widget is not valid (Valid property set to False)?** *

   ◯ The Screen displays the widget greyed out, and displays the validation error message or the input.

   ◯ The widget does not appear on the Screen and the validation message appears in its place.

   ◯ Displays the regular widget and displays the validation error message when we hover the mouse.

Displays the regular widget, applies a specific styling (e.g. red border), and displays the validation error message.                                    ✓

✓ **Correct**  2/2 Points

29. **In which of the following situations is it necessary to define a handler for a Block Event?** *

○ When the event has Input Parameters.

○ When the Block has Placeholders.

○ When the event Input Parameters are all mandatory.

◉ When the Event is set to mandatory.    ✓

✓ **Correct**  2/2 Points

30. **Consider that we want to apply aggregation functions in an Aggregate. Which of the following options is false?**    *

○ We can apply multiple aggregation functions inside an Aggregate.

○ We can apply the following functions on attributes of integer data type: sum, max, min, count and average.

◉ The output of the Aggregate will contain all attributes from the Source Entities plus the aggregation columns.                                    ✓

✓ **Correct**  2/2 Points

31. **Static Entities are most similar to which other programming concept?** *

○ Linked lists.

◉ Enumeration    ✓

○ Hash Maps.

○ Static variables.

✓ **Correct** 2/2 Points

32. **Which of the following options is false regarding Modules and Applications?** *

   ○ An application is composed of a set of modules.

   ○ Modules can be of different types such as Reactive Web App, Blank or Extension.

   ◉ Elements can be exposed and reused, but only within the same application.    ✓

   ○ A module that reuses an element from another module is called a Consumer.

✓ **Correct** 2/2 Points

33. **Regarding Sorting in Aggregates, which of the following options is correct?** *

   ○ Aggregates only support one sorting criterion.

   ○ If more than one sorting criterion is defined, all of them must have the same direction (ascending or descending).

   ◉ It is mandatory to set the direction for all sorting criteria (ascending or descending).    ✓

   ○ It is only possible to set multiple sorting criteria if duplicate records exist in the entity

✓ **Correct** 2/2 Points

34. **Which of the following is not an Entity Action of the Customer Entity?** *

   ○ CreateCustomer

   ◉ RetrieveCustomer    ✓

   ○ UpdateCustomer

   ○ DeleteCustomer

✓ **Correct**  2/2 Points

35. **The flow of an action can have...** *

○ ... multiple Start and End nodes.

○ ... one or more Start nodes but only one End node.

◉ ... only one Start node but multiple End nodes.    ✓

○ ... only one Start node and one End node.

✓ **Correct**  2/2 Points

36. **Regarding the Records of a Static Entity, which of the following options is false?** *

◉ The values for all 4 default attributes must be defined.    ✓

○ Records can only be added and removed during development.

○ The record identifier is the identifier of Static Entity.

○ The Identifier attribute is required for all Static Entities.

✕ **Incorrect**  0/2 Points

37. **When debugging a consumer module, how do we guarantee that the execution stops on breakpoints defined in the producer module?** *

○ We just need to set breakpoints in the producer module. The execution will stop on its breakpoints automatically.

◉ We need to also start the debugger on the producer module.

○  Nothing, just leave Service Studio open.

○ In the producer, set the Entry Module property to the consumer module.    ✓

✓ **Correct** 2/2 Points

38. **Business concepts that need to be stored and accessed in our applications should be modelled as...** *

   ◉ Entities.   ✓

   ◯ Entity diagrams.

   ◯ Entity relationships.

   ◯ Database tables.

✗ **Incorrect** 0/2 Points

39. **Considering the built-in Role Actions, which of the following options is false?** *

   ◯ The CheckRole Action checks if a user has that particular Role.

   ◯ The GrantRole Action allows to grant a Role to a user programmatically.

   ◉ The RevokeRole Action allows to remove a Role from a user programmatically.

   ◯ The CreateUserWithRole Action creates an end-user and assigns it the Role.   ✓

✓ **Correct** 2/2 Points

40. **In OutSystems, where can we place breakpoints?** *

   ◉ In Actions only (Client-side and Server-Side)   ✓

   ◯ Server-side logic only

   ◯ Client-side logic only

   ◯ In Actions and Variables

✓ **Correct** 2/2 Points

41. **Which of the following is a characteristic of a Static Entity?** *

    ◯ It can't be changed after the first publish.

    ◉ It contains a set of Records.   ✓

    ◯ It has two Entity Actions.

    ◯ It can't be extended with any new attributes.

    ✓ **Correct**  2/2 Points

42. **Which of the following statements about Entities is false?** *

    ◯ Entities have attributes.

    ◯ Entities do not require an identifier.

    ◉ Entities are only stored in memory.   ✓

    ◯ Entities can be created, updated, and deleted

    ✓ **Correct**  2/2 Points

43. **Considering Users and Roles in OutSystems, which of the following options is correct?** *

    ◉ By default, end-users are managed in the built-in Users application.   ✓

    ◯ End-users can only be created programmatically, using Actions from the Users application.

    ◯ There are three built-in roles in OutSystems: Anonymous, AppUser and Registered.

    ◯ All users, with or without a login, have automatically the Registered Role.

    ✓ **Correct**  2/2 Points

44. **Which of the following options is correct regarding the Valid property of the Form?** *

○ The Valid property of the Form should be checked after the last custom validation. ✓

○ The Valid property of the Form is automatically changed to False when all the input fields of the Form are not valid.

○ The Valid property of the Form should be explicitly set to False (e.g. with an Assign) when an input field is not valid.

○ When built-in validations are enabled, the Valid property of the Form is automatically checked before executing the client action logic.

✓ **Correct** 2/2 Points

45. **Which of the following steps is necessary to create a 1-to-1 relationship between Entity A and Entity B?** *

◉ Set the data type of the identifier attribute of Entity B to Entity A Identifier. ✓

○ Add a new Entity C, with two reference attributes of type Entity A Identifier and Entity B Identifier.

○ Add a new reference attribute of type Entity B Identifier to Entity A.

○ Add a new Entity C, with the identifier attribute being a composition of types Entity A Identifier and Entity B Identifier.

✓ **Correct** 2/2 Points

46. **Screens can be composed of a combination of several elements called Widgets.** *

◉ True ✓

○ False

✓ **Correct** 2/2 Points

47. **In OutSystems, it is possible to inspect the values of variables while debugging.** *

◉ True ✓

○ False

✓ **Correct**  2/2 Points

48. **If an Entity Attribute named HouseNumber is created, what needs to happen to its Data Type?** *

○ It should be set to Integer.

○ It should be set to Decimal.

○ Nothing, it will automatically be set to Identifier.

◉ Nothing, it will automatically be set to Integer.  ✓

✓ **Correct**  2/2 Points

49. **Which of the following options is not a built-in validation in OutSystems?** *

○ Mandatory Fields

◉ Maximum length of text fields  ✓

○ Data types of input fields

✓ **Correct**  2/2 Points

50. **The value of a Site Property can be modified in Service Center to change the application behaviour at runtime.** *

◉ True  ✓

○ False

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