

WWF Interview Questions and Answers Pdf

Question: 1

What are the four workflow principles?

According to Microsoft, there are four major principles that explain the behavior and working of workflows. Developers can use these principles while developing workflow based applications. The four principles are as follows.

Workflows help in coordinating the work performed by people and software.

Workflows are long running and stateful.

Workflows are based on extensible models.

Workflows remain transparent and dynamic throughout their lifecycle.

Question: 2

Explain why workflows are based on extensible models?

Workflows serve the purpose of automating business processes.

Now, since each type of business has a wide range of problems; therefore, a workflow platform needs to be extensible.

WF provides you with a set of base activities, such as If Else, Code, and Delay, to build a workflow. You can extend these activities or build new activities to meet your requirements. Besides activities, you can also extend services, such as tracking, management, and persistence, provided by the runtime engine.

Question: 3

What is the difference between a system workflow and a human workflow?

A system workflow is a workflow that is developed to automate interactions among applications. Such workflow is usually static and predictable.

On the other hand, a human workflow is a workflow that coordinates interactions of applications with people.

As human workflows involve both software and people, they need to be more flexible than system workflows.

Question: 4

Can you integrate workflow applications with some other application, such as Windows Forms applications and Web applications?

Yes

Question: 5

Explain the mygmail password activity data model of WF 4.0?

In WF 4, activities store and maintain the data by using the following elements:

Variable – Stores the data in an activity

Argument – Moves the data in out from an activity and a workflow

Expression – Represents an activity that returns the values used in arguments