AutoFlow.FlowControl.ActivityLoop

Description

Loop structures allow you to run one or more lines of code repetitively. Loop activity only support nested way.

Syntax

<Activity handler="AutoFlow.FlowControl.ActivityLoop" description="Flow loop" mode="**Begin**">

<LoopCount source="refer DataSource">**refer DataSource**</LoopCount>

</Activity>

<!--Notice: Loop activity does not support label, if user want to goto loop begin, please use ActivityFake,before ActivityLoop Begin mode, give a label to it, and use ActivityGoto to goto ActivityFake. -->

<!--Begin mode only accepts 1 LoopCount element. LoopCount value is must a number.-->

<!--Loop activity (You can have multiple activities)-->

<!--Begin mode must be paired with 1 End-->

<!--Loop count means how many times this loop block is going to go through. For example: LoopCount = 2: loop block will go through twice; LoopCount = 0: no activities will be run in this loop block. -->

<Activity handler="AutoFlow.FlowControl.ActivityLoop" description="Flow loop" mode="**End**"/>

<!—Begin and End must be paired-->

<!—End mode cannot include LoopCount element.-->

<!—Loop activity not support async way.-->

<!—Begin and End must be paired-->

<!--This activity have to be used on the same flow. -->

Example

Example1: Loop Manual Teat 100 times.

<Activity handler="AutoFlow.FlowControl.ActivityLoop" description="Flow loop" mode="Begin">

<LoopCount source="RawData">**100**</LoopCount>

</Activity>

<Activity handler="AutoFlow.ActivityManualTest" description="Manual Check Test Result" terminateIfFail="true" timeout="-1">

<Caption>**Test Complete**</Caption>

<Message>**Please check report and log files are correct or not**</Message>

</Activity>

<Activity handler="AutoFlow.FlowControl.ActivityLoop" description="Flow loop" mode="End"/>