**Que : State Machine.**

A state machine is a type of automation that uses a finite number of states in its execution. It can go into a state when it is triggered by an activity, and it exits that state when another activity is triggered.

Another important aspect of state machines are transitions, as they also enable you to add conditions based on which to jump from one state to another. These are represented by arrows or branches between states.

There are two activities that are specific to state machines, namely [**State**](https://activities.uipath.com/docs/state) and [**Final State**](https://activities.uipath.com/docs/final-state), found under **Workflow > State Machine**.

The **State** activity contains three sections, **Entry**, **Exit** and **Transition(s)**, while the **Final State** only contains one section, **Entry**. Both of these activities can be expanded by double-clicking them, to view more information and edit them.

**Que: Screen Scraping.**

Output or screen scraping methods refer to those activities that enable you to extract data from a specified UI element or document, such as a .pdf file.

