

Module 2: Overview of UiPath

Demo 3 – Solution

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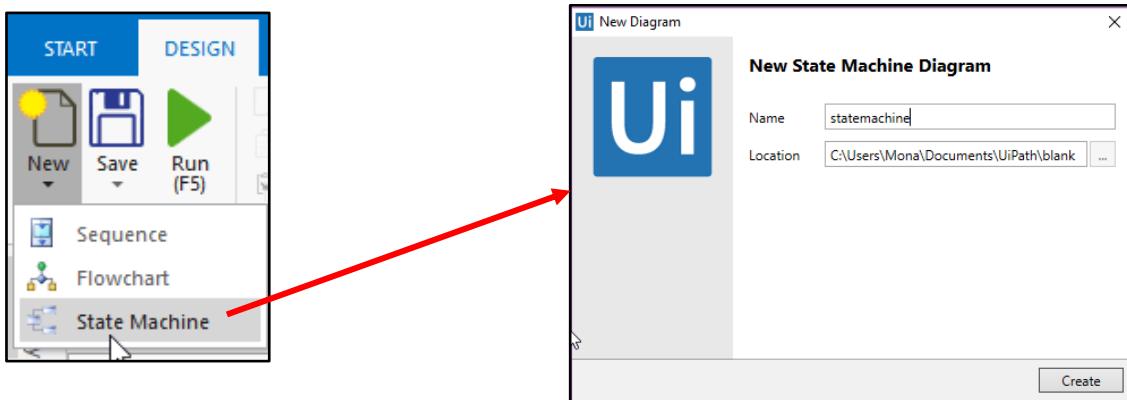
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Demo 3 – Solution

- Create a State Machine file to do the following:
 1. Guess a Random Number between 1 to 10
 2. Displays a message showing our guessed number, when our guessed number is correct

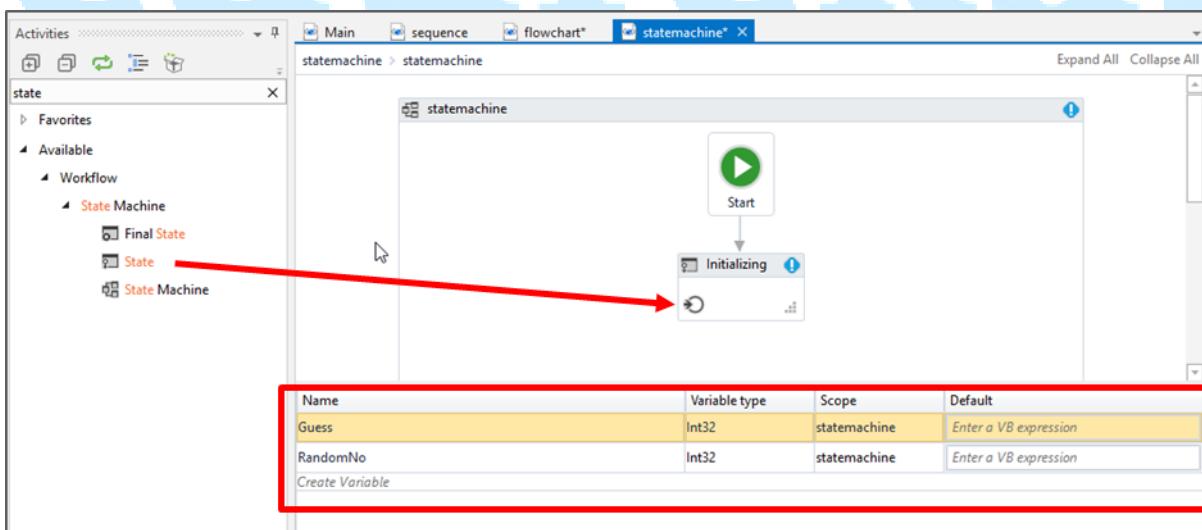
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- **Step 1:** Go to **New > State Machine**, the New Diagram window is displayed.
Provide a name for the file



- **Step 2:** Add a State activity to the Designer panel and connect it to the Start node. This is the initial state, and it is used to generate a random number

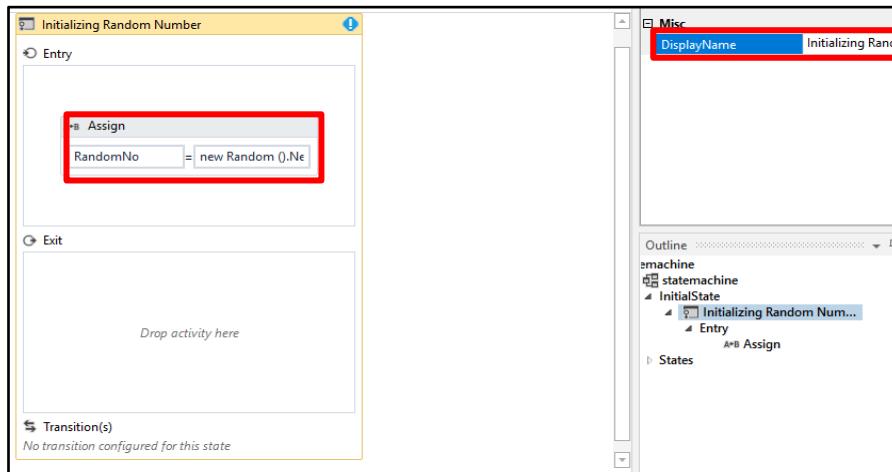
- **Step 3:** Create two variables as “GuessNo” and “RandomNo”, which will store the guess number and the random number



- **Step 4:** Double-click the activity, State activity is expanded in the Designer panel
- In the **Properties panel > DisplayName** field, type Initializing Random Number

➤ **Step 5:** In the Entry section, add an Assign activity

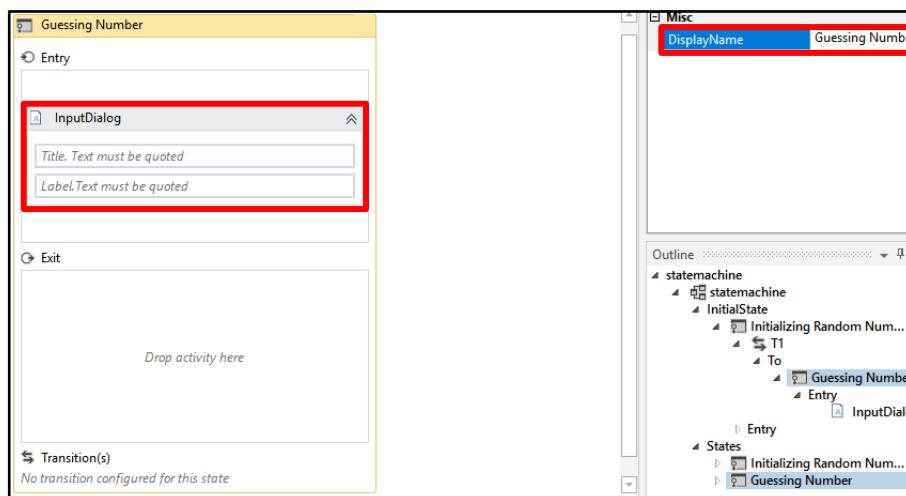
- In the To field, add the RandomNo variable. In the Value field, type new Random().Next(1,10). This expression generates a random number



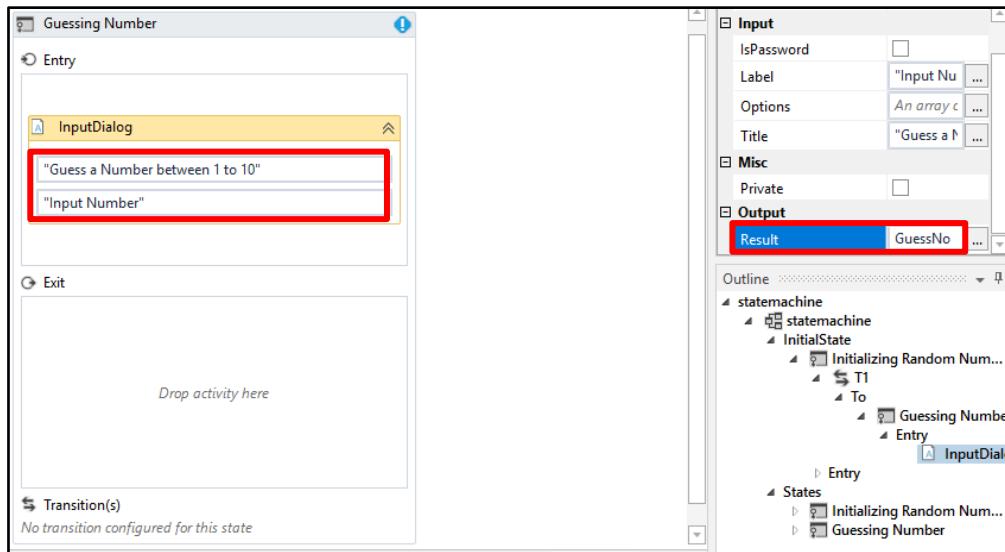
➤ **Step 6:** Return to the main project view and add a new State activity, connect it from "Initializing..." state activity to "Guessing..." state activity

➤ **Step 7:** Double-click this State activity. In the **Properties panel > DisplayName** field, type Guessing Number This state is used to prompt the user to guess a number

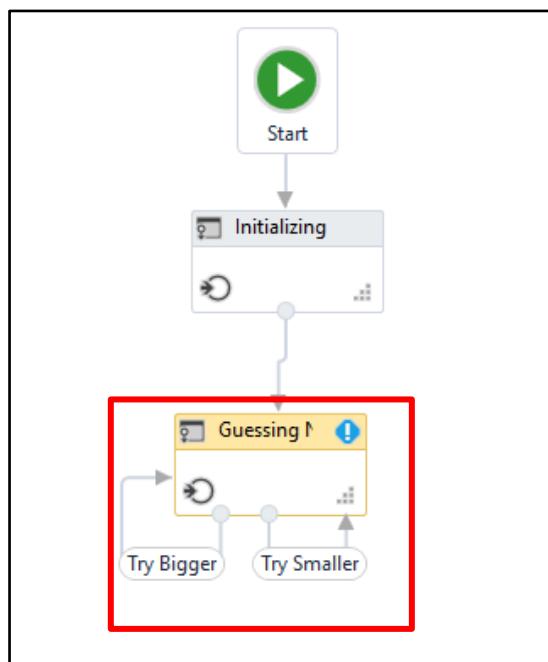
- In the Entry section, add an Input Dialog activity



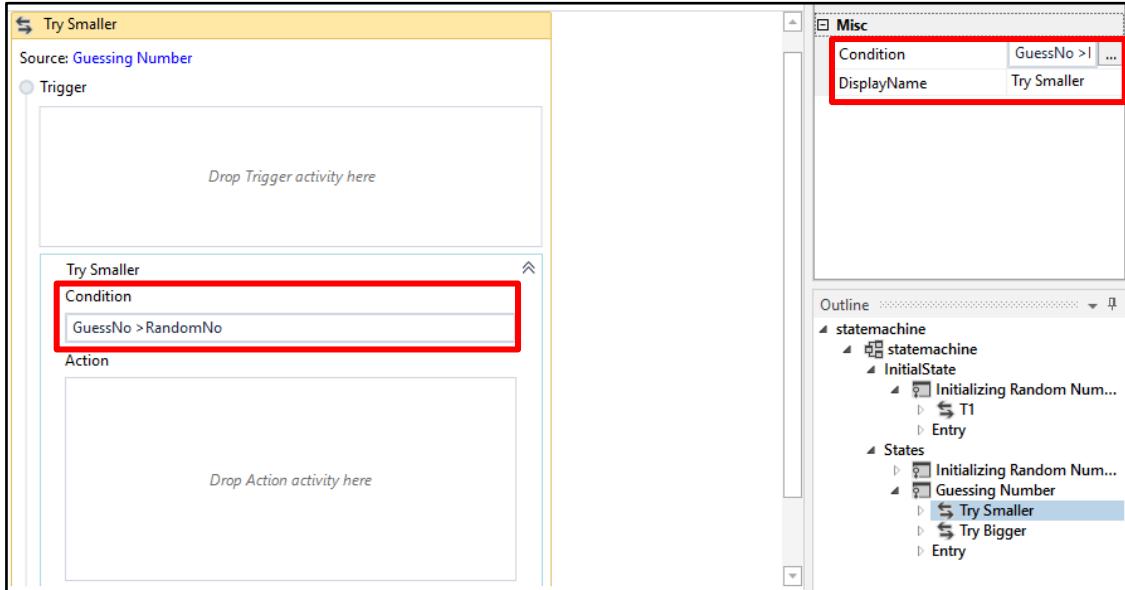
- **Step 8:** Select the Input Dialog, add appropriate Label and Title to prompt the user to guess a number between 1 and 10
- **Step 9:** In the Result field, add the GuessNo variable. This variable stores the user's guess



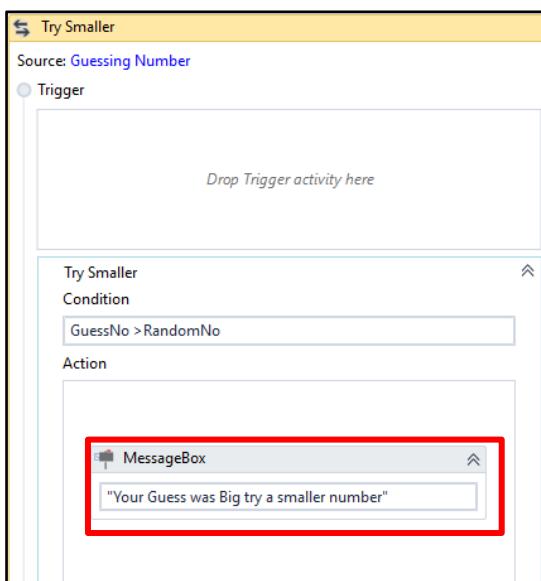
- **Step 10:** Return to main project view and create 2 transitions for Guessing Number
- **Step 11:** Double-click "Try Smaller" transition. The transition is displayed expanded in the Designer panel



- **Step 12:** In the Properties panel > DisplayName field, type Try Smaller
- **Step 13:** In the Condition section, type GuessNo > RandomNo. This verifies if the user's guess is bigger than the random number

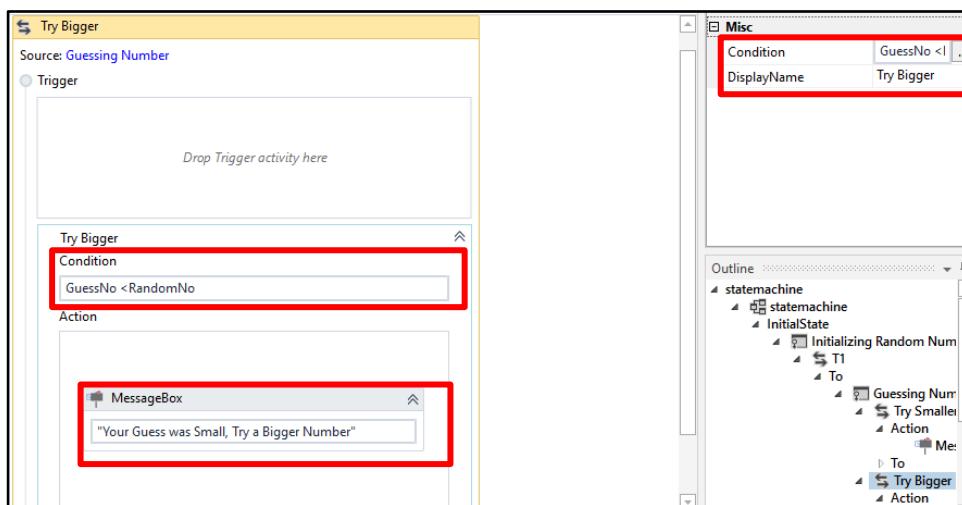


- **Step 14:** In the Action section, add a Message Box activity
- **Step 15:** In the Text field, type "Your guess was big, try a smaller number." This message is displayed when the user's guess is bigger than the random number

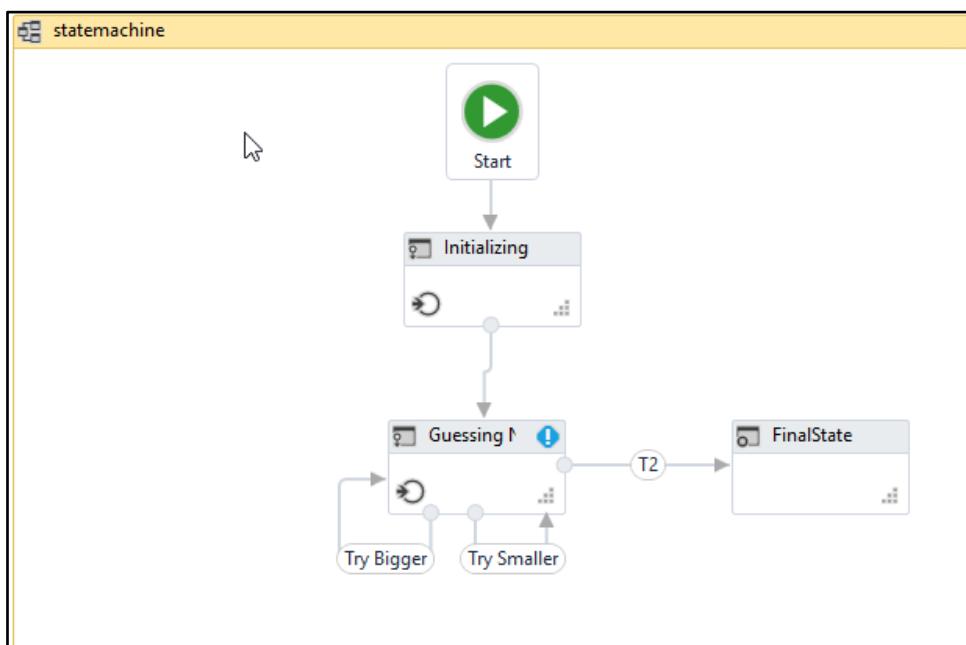


- **Step 16:** Return to the main project view and Double click the “Try Bigger” Transition

- **Step 17:** In the Properties panel, DisplayName field, type “Try Bigger”. In the Condition section, type GuessNo < RandomNo. This verifies if the guess is smaller than the random number
- **Step 18:** In the Action section, add a Message Box activity with a message "Your guess was small try a bigger number." This message is displayed when the user's guess is smaller than the random number

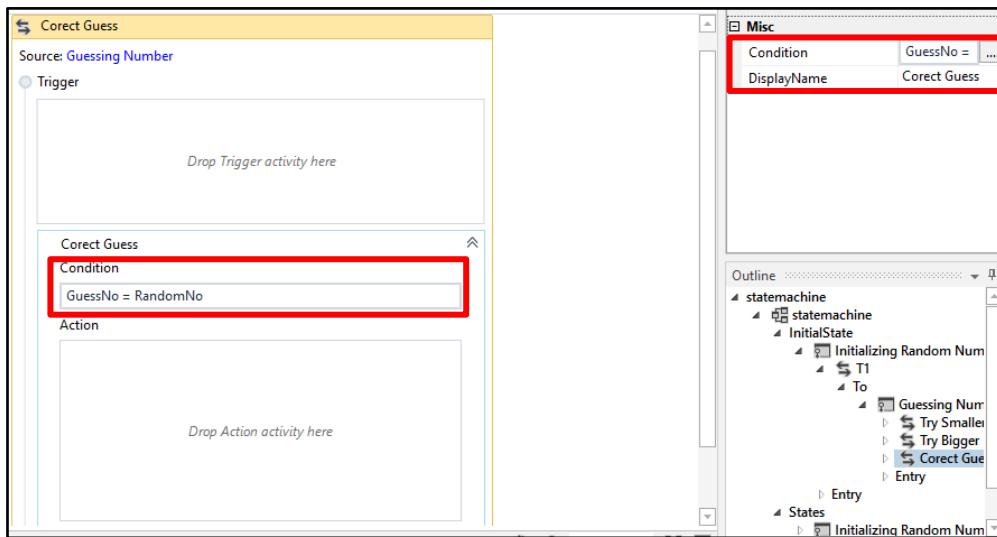


- **Step 19:** Return to main project view and add a Final State activity to the Designer panel
- **Step 20:** Connect a transition from the Guess Number activity to the Final State

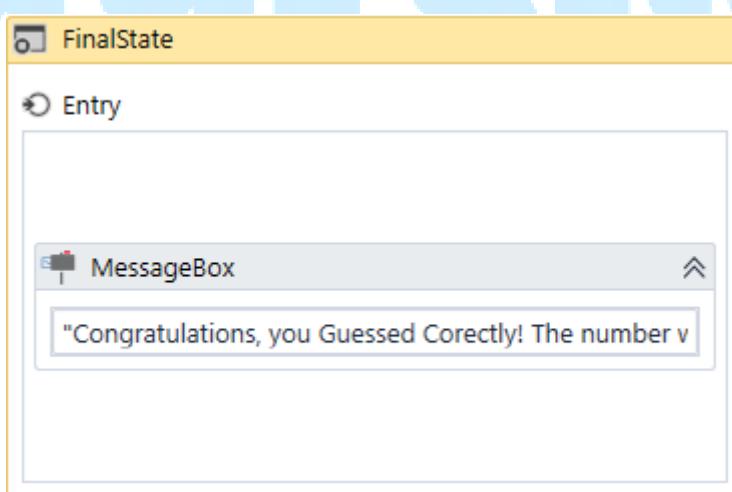


- **Step 21:** Double click the Transition to expand
 - In the **Properties panel > DisplayName** field, type Correct Guess

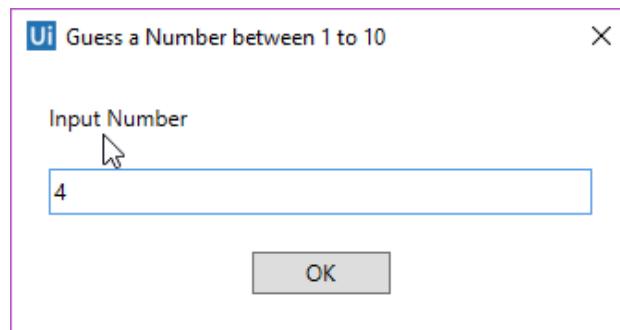
- **Step 22:** In the Condition field, type GuessNo = RandomNo. This is the condition on which this automation steps to the final state and ends



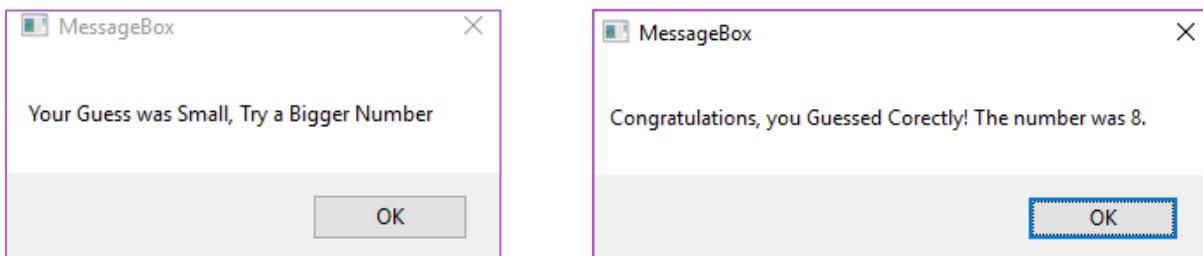
- **Step 23:** Double-click the Final State activity to expand
- In the Entry section, add a Message Box activity and type "Congratulations, You guessed correctly! The number is " + RandomNo.ToString + ". This is the final message that is to be displayed, when the user correctly guesses the number



- **Step 24:** Run the project by clicking the RUN icon
- **Step 25:** Enter a number between 1 to 10 in the input dialog and press OK



- **Step 26:** You will get an output like these depending on your number



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