

Module 2: Overview of UiPath

Demo-3

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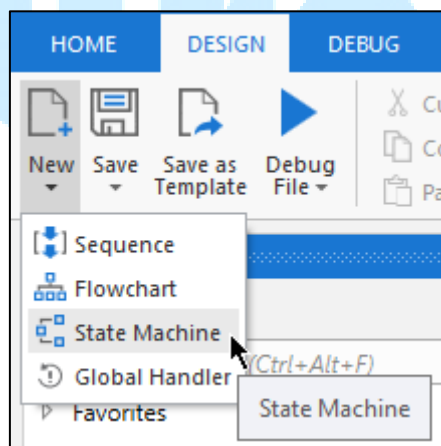
Note – Due to frequent automatic updates of UiPath, the UI of the tool is subjected to change. All the demos in the course will always be executed on the latest version of the community edition by the instructor. While referring to these documents, we recommend following the logical steps explained in the documents.

Creating a State Machine Workflow

In this demo, you will create a process in UiPath using the State Machine workflow. In this process, you will ask for inputs from user to guess a number and it will be matched with a number that is randomly generated inside the process. A message will be displayed based on the result of matching.

Step 1: Create a new State Machine file

- In the same UiPath Project created earlier, named **TrainingProject** create a new state machine by clicking **New > State Machine** in the File section of the Design Tab



- Enter the name as **StateMachineDemo** and click **Create**

Step 2: Create two variables to hold two numbers

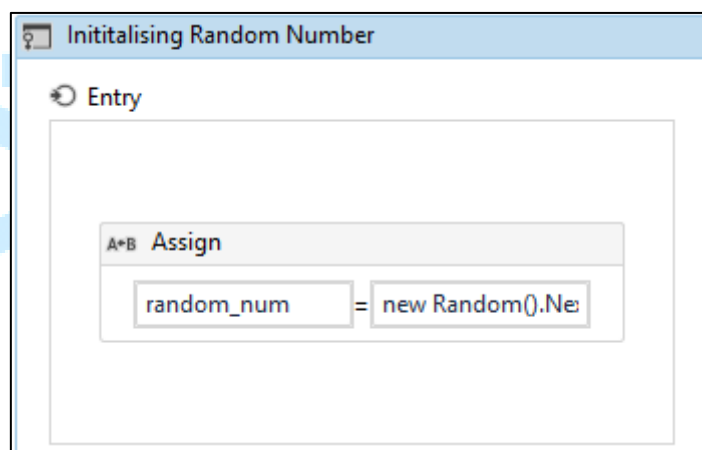
- Open Variables panel
- Create two variables with name as **guess_num** & **random_num**
- Set the Variable Type to Int32
- Ensure that the Scope is set to StateMachineDemo

Name	Variable type	Scope	Default
random_num	Int32	StateMachineDemo	Enter a VB expression
guess_num	Int32	StateMachineDemo	Enter a VB expression
Create Variable			

Step 3: Add & configure a State activity

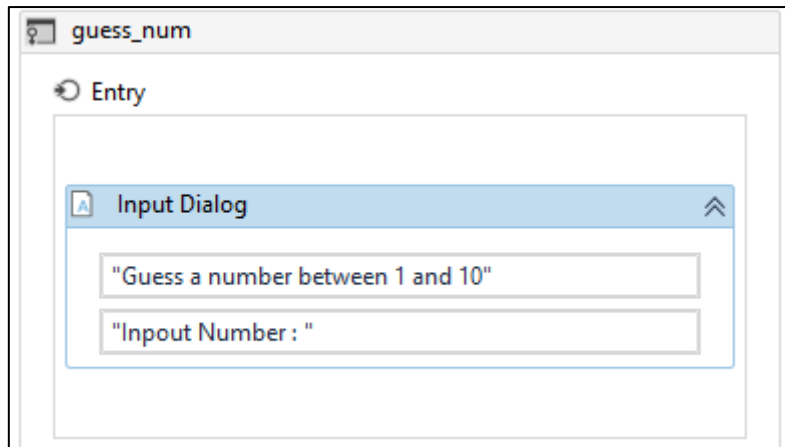
- Add a **State** activity below the Start activity
- Double click the State activity to expand it
- In the properties panel, under **Misc > Display Name**, enter the name as **Initializing Random Number**
- Add an **Assign** activity in the **Entry** section
- In the To field, add the variable RandomNo
- In the Value field, enter the following expression to generate a random number-

new Random().Next(1,10)

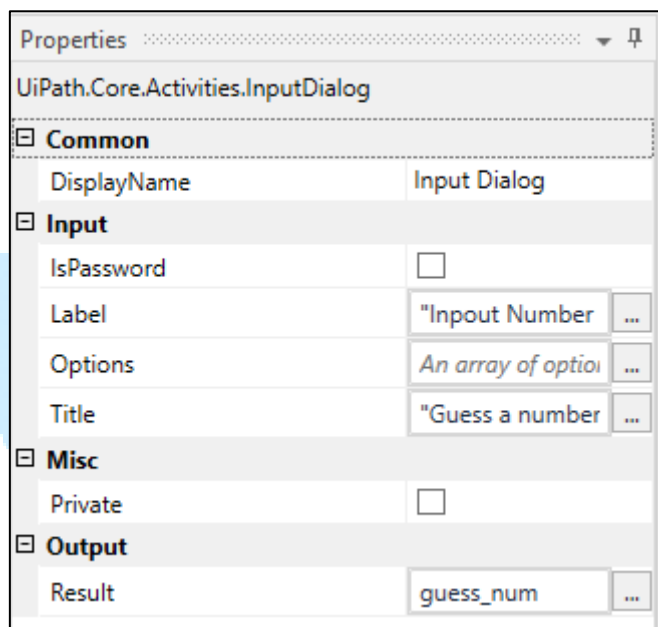


Step 3: Add a State activity to receive input for the guessed number

- In the main project view, add another State activity and connect it to the first State activity
- Double click the State activity to expand it
- In the properties panel, under **Misc > Display Name**, enter the name as **Guessing Number**
- Add an **Input Dialog** activity inside the Entry field
- Enter the Title as "Guess a number between 1 to 10" and Label as "Input Number: "

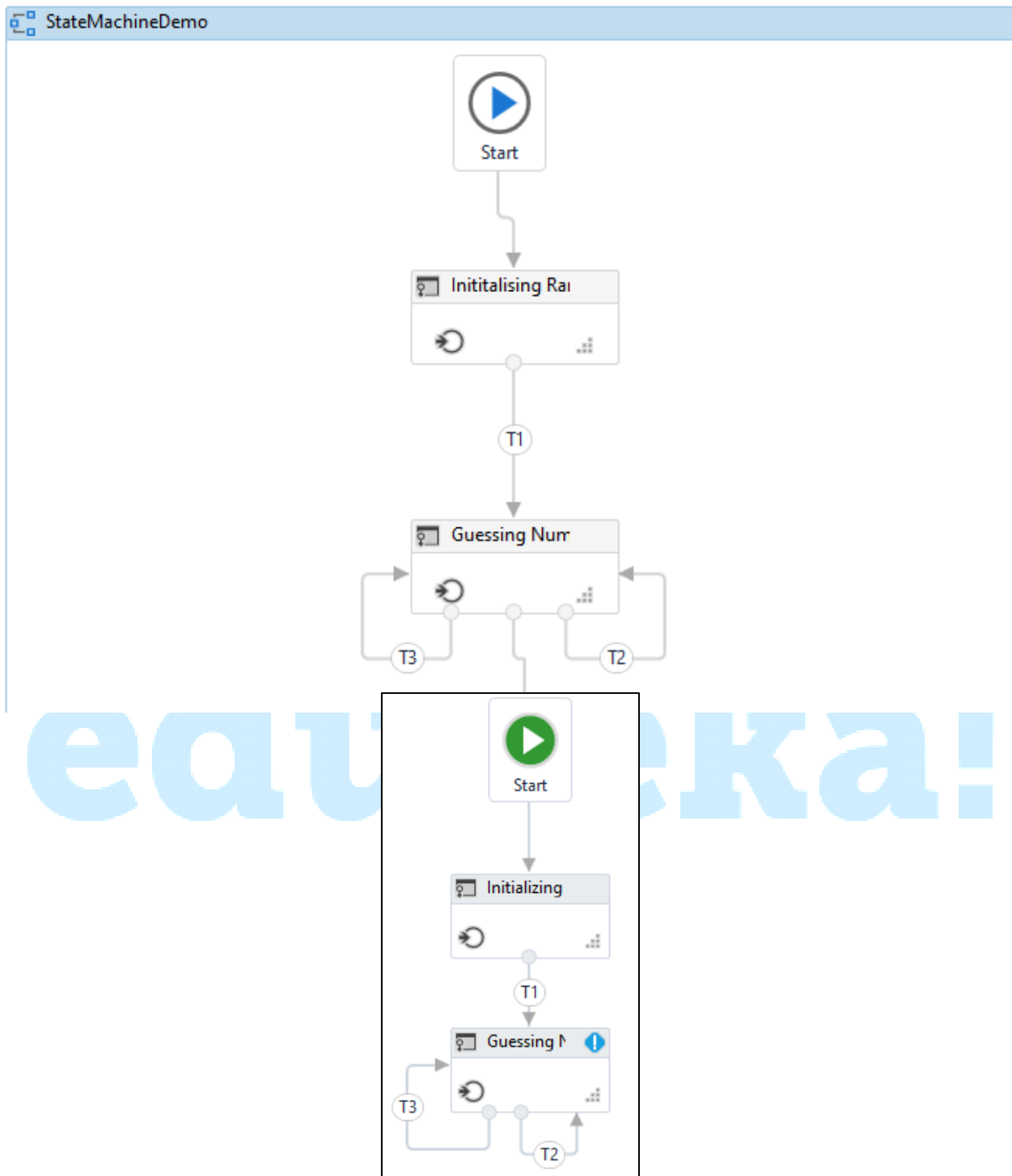


- In the properties of the Input Dialog activity, in the **Result** field, add **GuessNo** variable



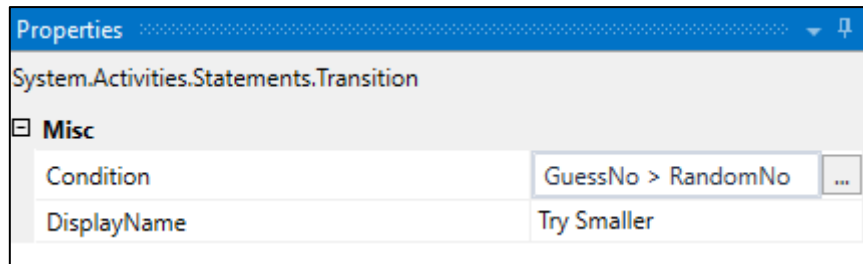
Step 4: Create Transitions from the State activity

- Return to the main project view
- Create two transitions from the Guessing Number State activity

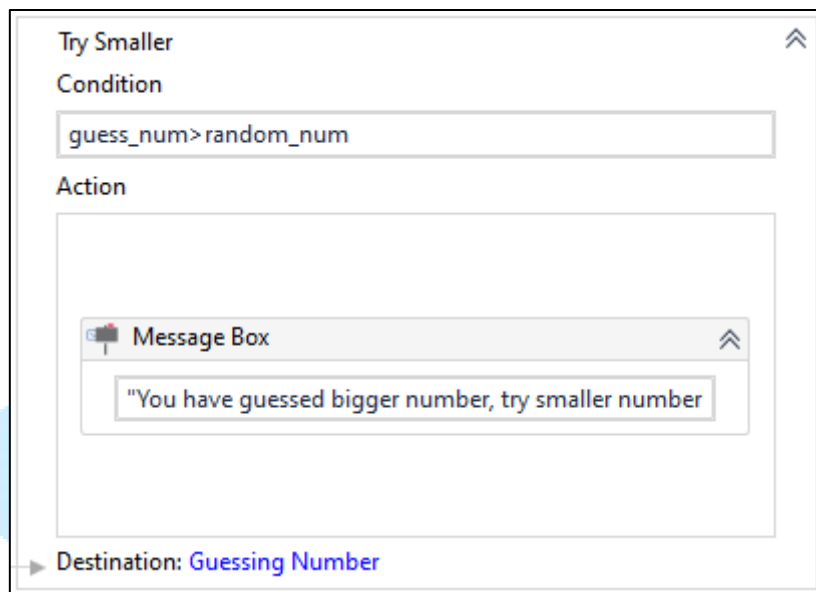


Step 5: Configure the T2 transition

- Select the T2 transition to display its properties
- In **Misc > DisplayName**, change to **Try Smaller**
- Enter the Condition as **GuessNo > RandomNo**

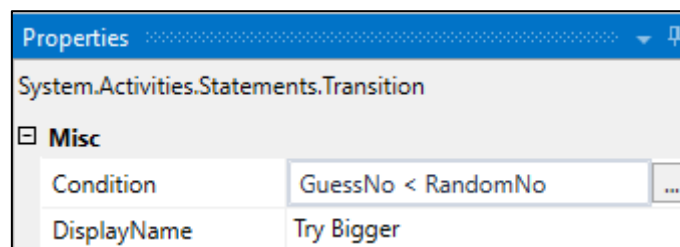


- Double click the transition to expand it in the designer panel
- In the **Action** section, add a **Message Box** activity
- Enter the message as “Your guess is larger, try a smaller number”

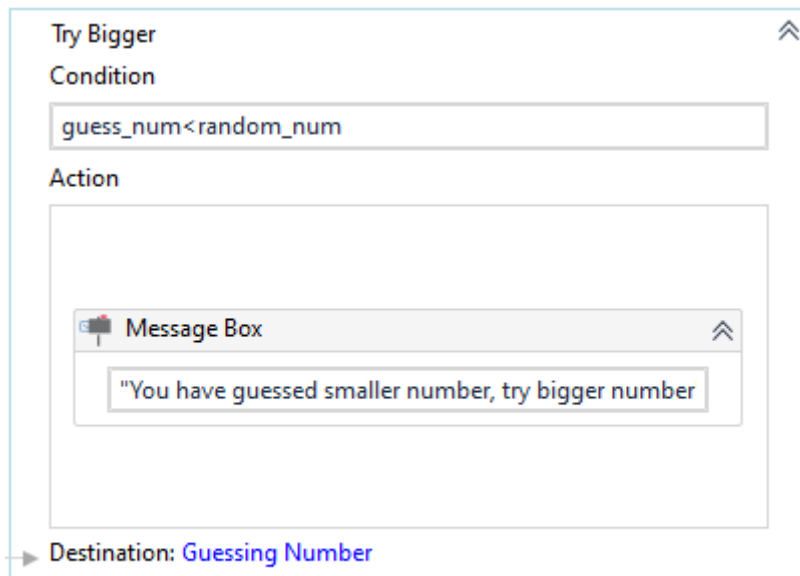


Step 6: Configure the T3 transition

- Return to the main project view
- Double click the transition T3 to expand it in the designer panel
- Enter the DisplayName as **Try Bigger** & Condition as **GuessNo < RandomNo**

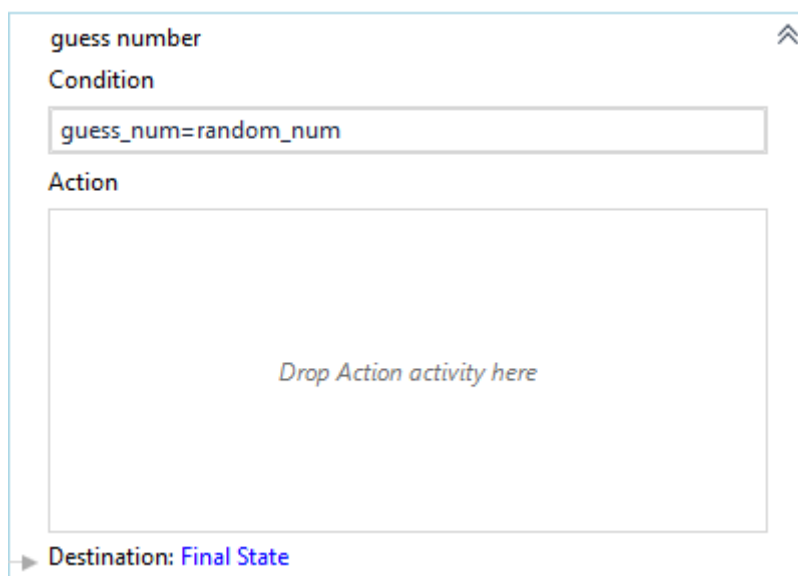


- Add a Message Box activity inside the Action section
- Enter the message to be displayed as “You guess is smaller, try a bigger number”



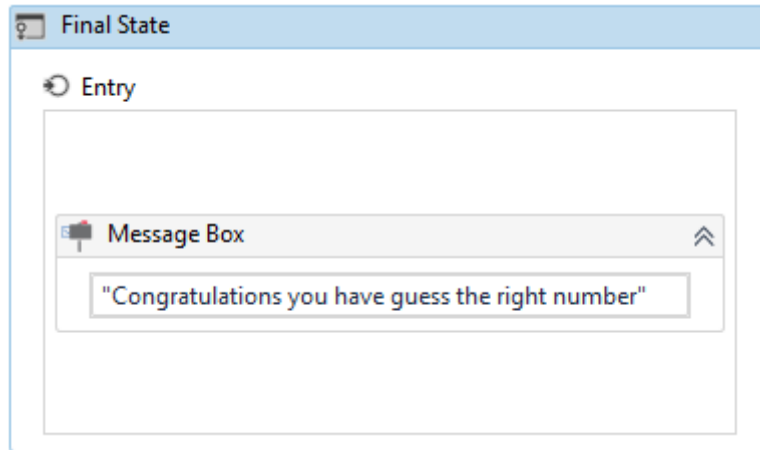
Step 7: Add a Final State activity

- Return to the main project view
- Add a Final State activity connected to the Guessing Number State activity
- Double click the transition named T2 to expand it
- In the properties panel, enter the DisplayName as **Correct Guess**
- Enter the Condition as **GuessNo = RandomNo**



- Return to the main project view

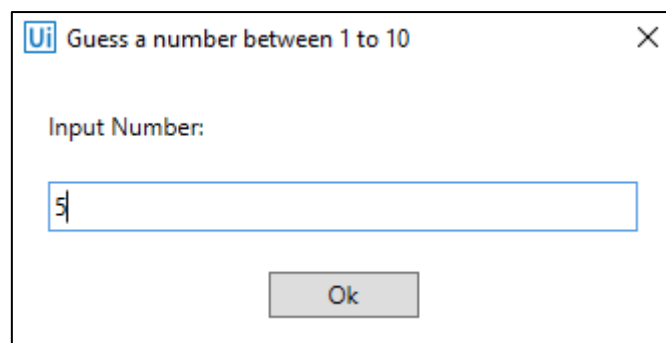
- Double click Final State activity to expand it
- Add a Message Box activity inside the Entry field
- Enter the message as "Congratulations, you guessed correctly! The number is "+RandomNo.ToString+"."



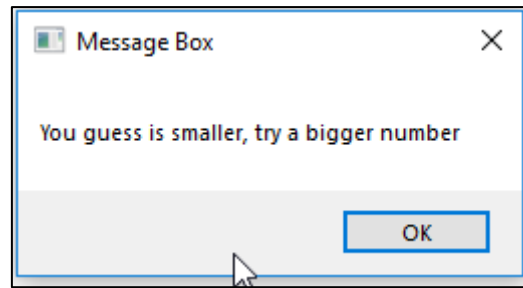
- Save the file

Step 8: Run the project

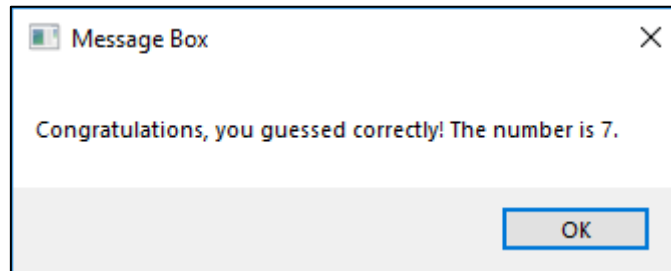
- Run the project using Run icon under Debug File button
- Enter a number in the Input Dialog that is displayed



- Depending upon the displayed message, try another number



- Ensure that the process ends with display of the following message



- Close the file StateMachineDemo

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