LAB 5 - Robotic Process Automation (L11-L12)
Implementing a Decision System Using State Machine in UiPath
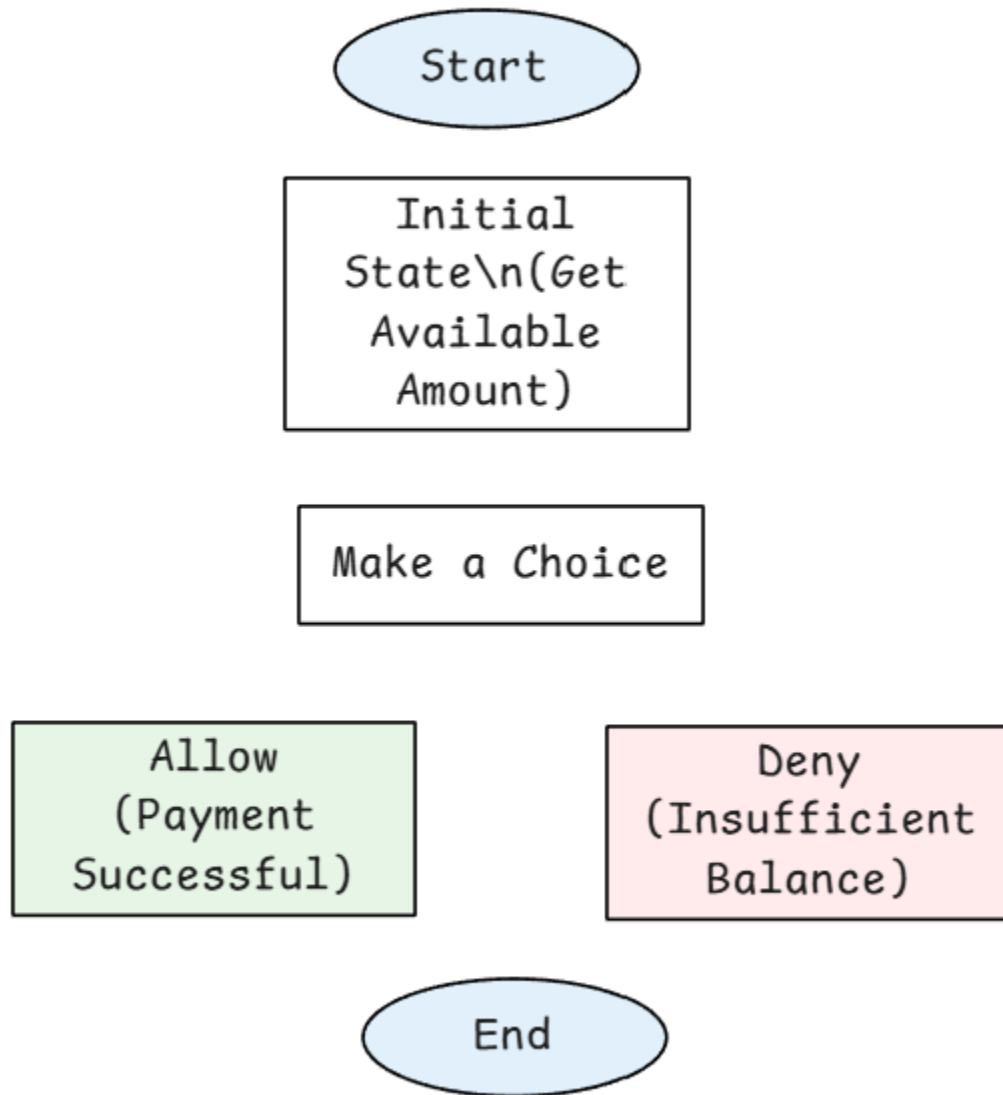## 23BRS1129 - Rohan Kumar

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Aim:

To design and implement a state-based workflow that accepts user input, allows the user to make a choice based on available options, and produces an appropriate outcome using a State Machine model.

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Software Required:

- Windows Operating System
- UiPath Studio

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Flowchart:

```
                    ( Start )

              +------------------+
              |     Initial      |
              | State\n(Get      |
              |    Available     |
              |     Amount)      |
              +------------------+

              +------------------+
              |  Make a Choice   |
              +------------------+

  +------------------+        +------------------+
  |     Allow        |        |      Deny        |
  |   (Payment       |        | (Insufficient    |
  |  Successful)     |        |    Balance)      |
  +------------------+        +------------------+

                    (  End  )
```

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Procedure:

- Start the workflow and initialize the State Machine.
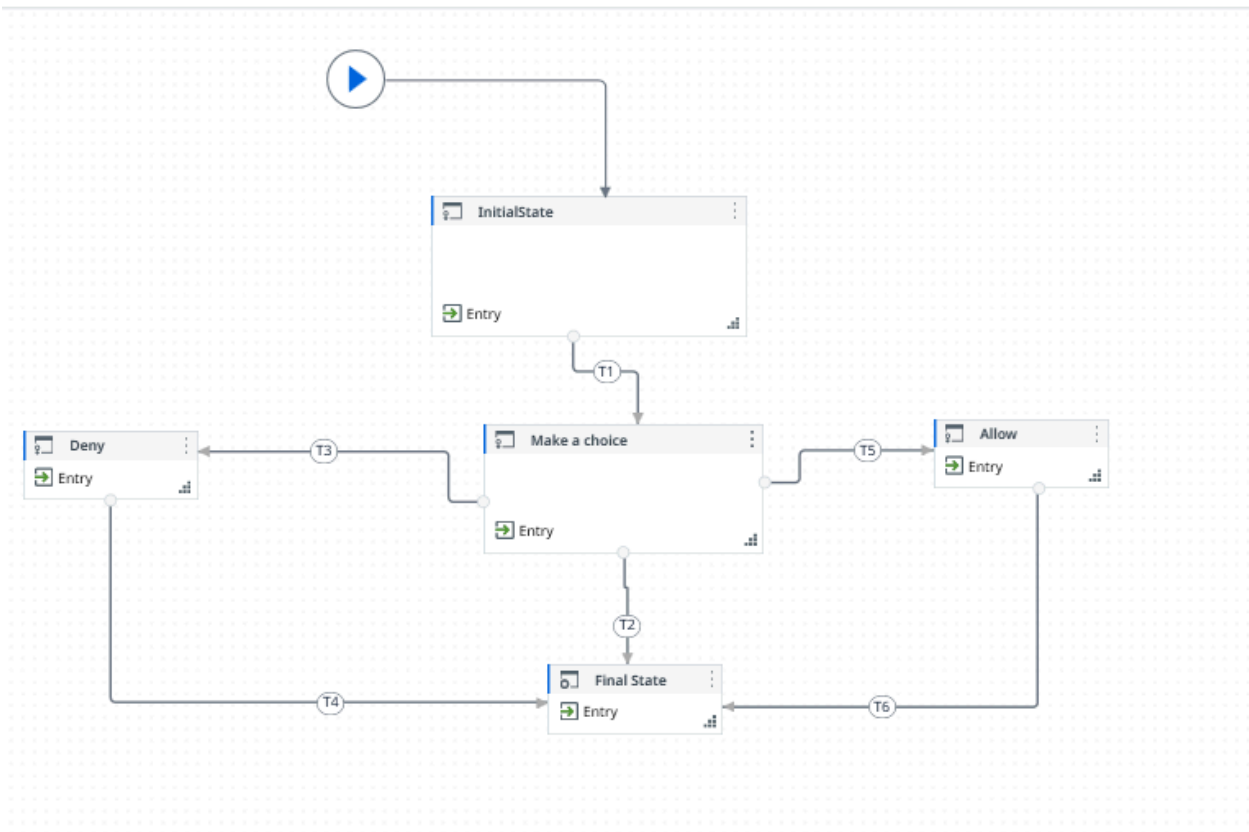- In the **Initial State**, prompt the user to enter the available amount.

- Transition to the **Make a Choice** state.
- Display a list of selectable options to the user.
- Evaluate the selected option against the available amount.
- If sufficient balance is available, move to the **Allow** state.
- If insufficient balance is available, move to the **Deny** state.
- Display the appropriate message showing payment status and remaining balance.
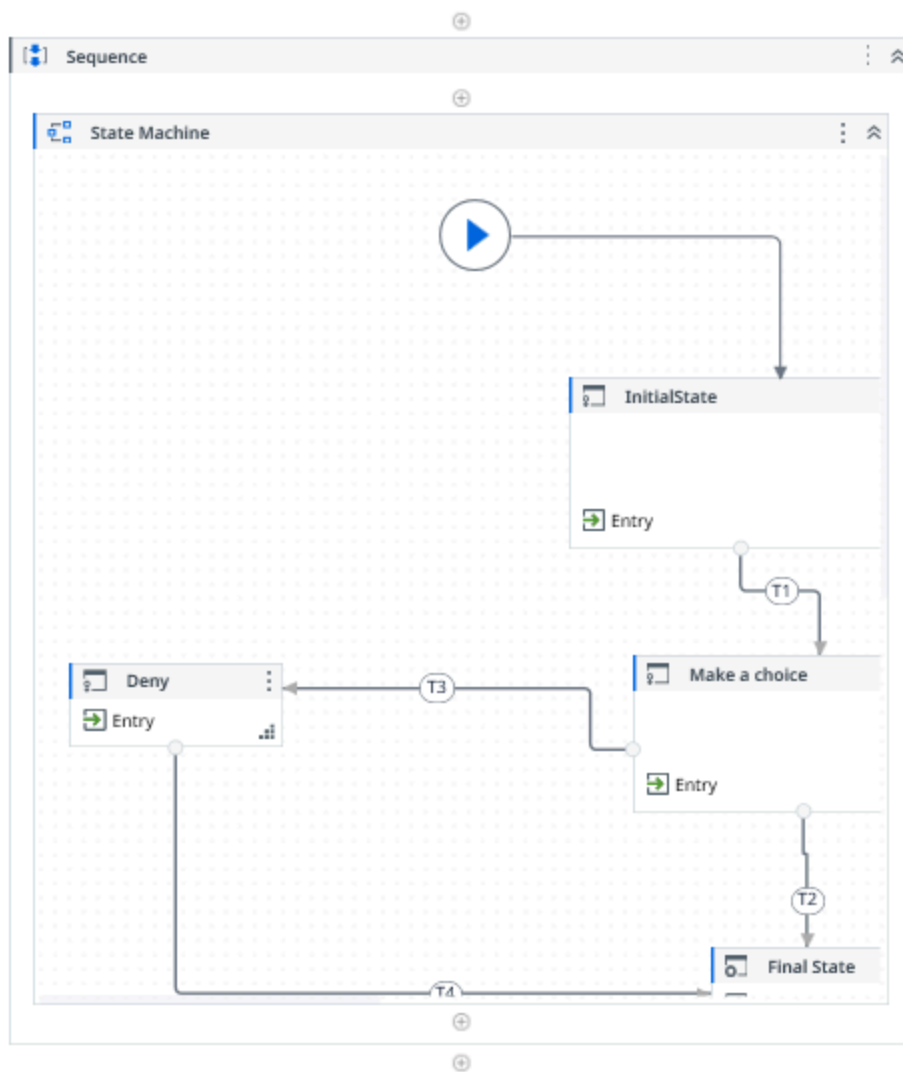 Transition to the **Final State** and end the workflow.

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Task 1

Screenshots

Main Sequence > Sequence > State Machine
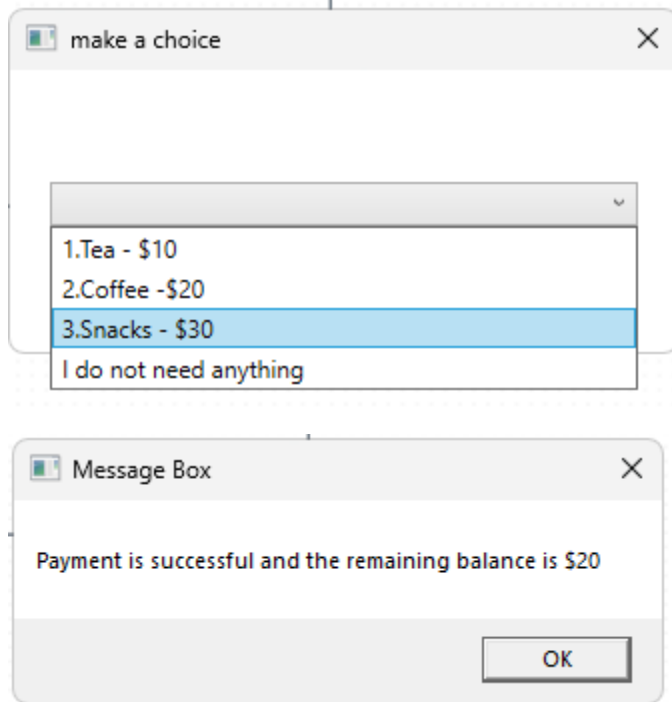

Output:

make a choice   ✕

1.Tea - $10
2.Coffee -$20
3.Snacks - $30
I do not need anything

Message Box   ✕

Payment is successful and the remaining balance is $20

OK

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Result(s)

The State Machine executed successfully.

Based on the user's input and selected option, the workflow correctly transitioned between states and displayed the appropriate output, confirming proper implementation of state-based decision logic.