

RPA for Automating Invoice Creation Process using UiPath

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Agenda

- What do we mean by Robots?
- RPA Overview
- **RPA** Components
- Real Time RPA
- Tools for RPA
- UiPath Architecture
- **UiPath** Overview
- **UiPath** Components







What do we mean by Robots?

Robotic Process Automation (RPA)

Allows you to rapidly automate repetitive, manual tasks and allow knowledge workers to perform higher value work

Bots replicate an user's actions with the user interfaces of applications (Desktop, Web and Mainframe)

Reduce System Integration Costs

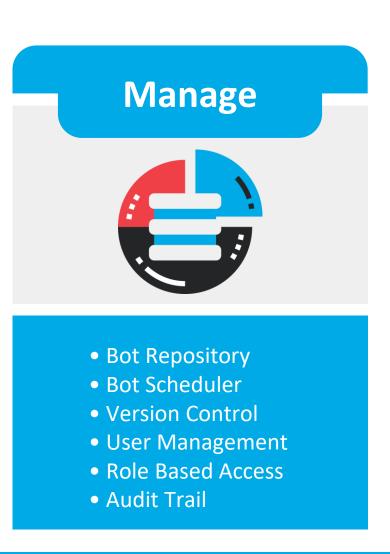
Automate Swivel Chair Activities

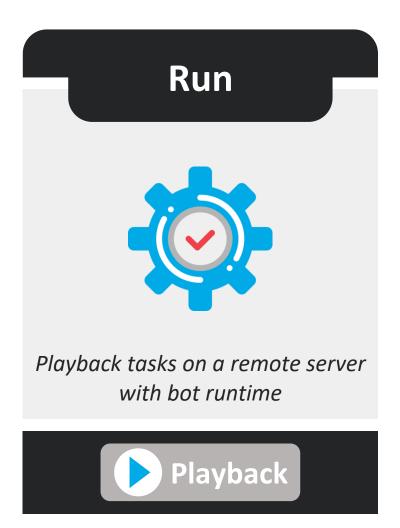
Execute High Volume Tasks



RPA - The Components

Create Record web, desktop and legacy applications as tasks Record Task







RPA in Real Life







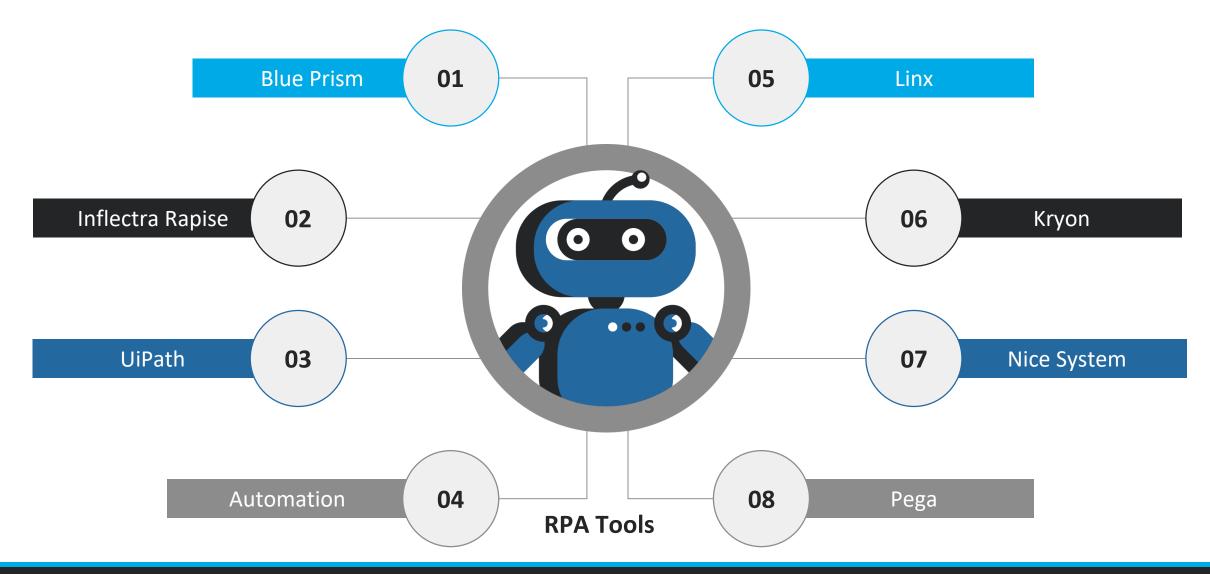








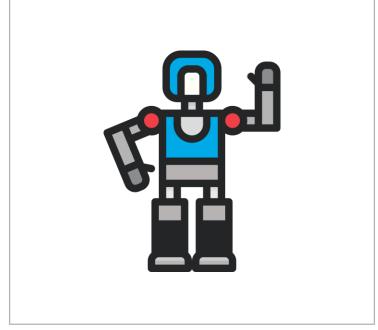
Tools For RPA

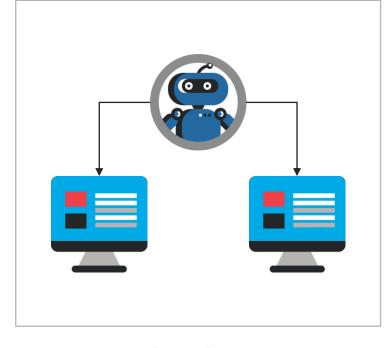




UiPath High-Level Architecture







UiPath Studio

An advanced tool that enables you to design automation process in a visual manner, using drag-and-drop functionality

UiPath Robot

Robot executes the process built in studio, just like humans

UiPath Orchestrator

Orchestrator is a web application that enables us to deploy, schedule, monitor and manage Robots and process



Introduction to UIPath

- UiPath Studio encapsulates both simple and complex solutions for application integration and automating third-party applications, administrative IT tasks, and business IT processes
- Studio is at the heart of automation with UiPath products.
 Activities form into comprehensive workflows in Studio, which are then executed by the Robot and published to Orchestrator



UiPath - Project Types

Sequences

It is suitable to linear processes, enabling you to smoothly go from one activity to another, without cluttering your project

Flowcharts

It is suitable to a more complex business logic, enabling you to integrate decisions and connect activities in a more diverse manner, through multiple branching logic operators

State Machines

It is suitable for very large projects; they use a finite number of states in their execution which are triggered by a condition (transition) or activity



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