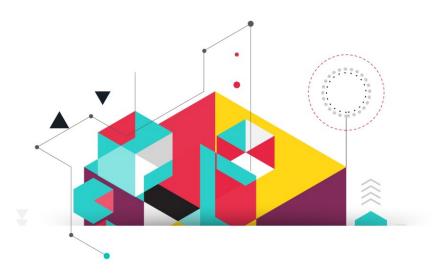


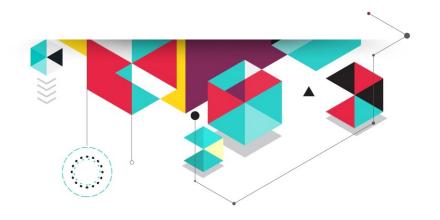
LESSON 1 - INTRODUCTION TO UIPATH - RECAP

Overview





This lesson offers an overview of some of the tools you will use when automating – **UiPath Studio**, **UiPath Robot** and **UiPath Orchestrator**. You have been familiarized with the UI of these tools, but also with the differences between a **Front Office Robot** and a **Back Office Robot**. The role and capabilities of the **Orchestrator** are also explained in details in this introductory module.



Takeaways

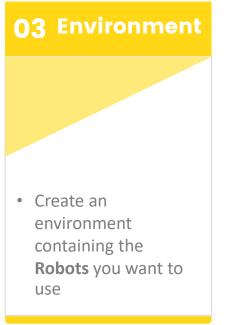


Grouping multiple robots means creating an **Environment**. You can start a **Robot** both from the **Orchestrator** and locally.

The following steps should be followed to properly use a **Robot**:











Takeaways







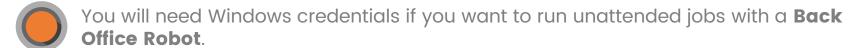


- A job can be stopped by using **Terminate**, or, more elegantly by using the **Cancel** functionality assuming the job uses **Should Stop** activities.
- Orchestrator can hold **Assets** which, similar to global variables, can hold data that is shared between different machines or **Environments**. **Assets** let you set different values for individual **Robots**.
- Robots are able to work as a team and split a load onto multiple Robots use AddQueueItem and GetTransactionItem to access a queue that is managed and shared between them through the Orchestrator.

Best practices







- Each **Environment** should have a specific role in the company business logic.
- If a **Robot** is going to execute more than 1 role it can be assigned to multiple **Environments**.
- It's best to keep at least one old version of a process so that you can rollback if something goes wrong with the latest process version.

Useful links





Introduction Activate UiPath Studio <u>Understanding UiPath Interface</u> **Keyboard Shortcuts Updating UiPath Studio Creating a Basic Workflow** Introduction to Debugging a Workflow **Managing Packages Reusing Automations Library** Installing the Chrome Extension for UiPath Studio <u>Installing the Firefox Extension for UiPath Studio</u> Connecting Your Project to a Source Control **Activities Guide**

