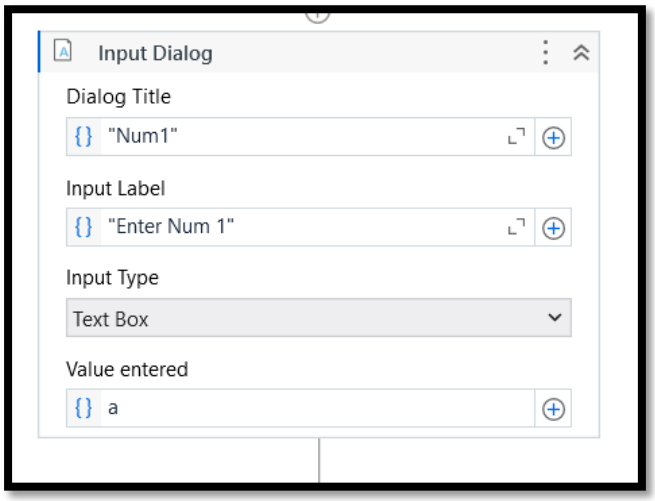
# Practical No: 2

## Calculator | Types of Variable

**AIM: A) Automate UiPath Number Calculation (Subtraction, Multiplication, Division of numbers).**

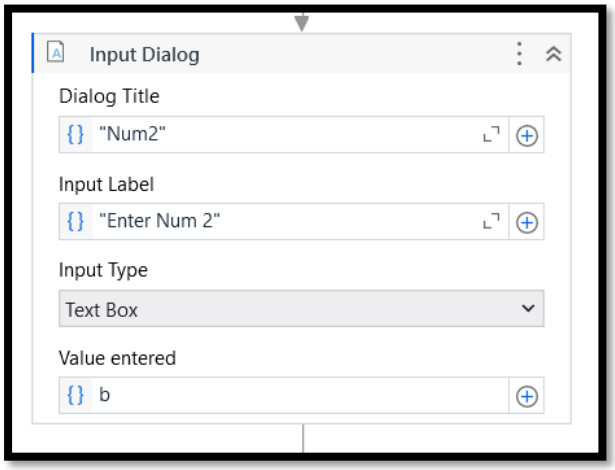
**Step 1. Add Input Dialog for First Number:**

a. Drag and drop the "Input Dialog" activity into your sequence.
b. Configure the input dialog to prompt the user for the first number.

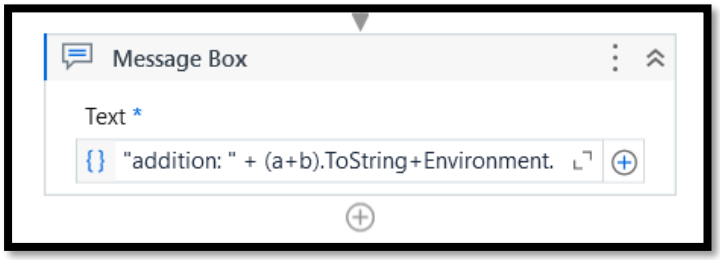



**Step 2. Add Input Dialog for Second Number:**

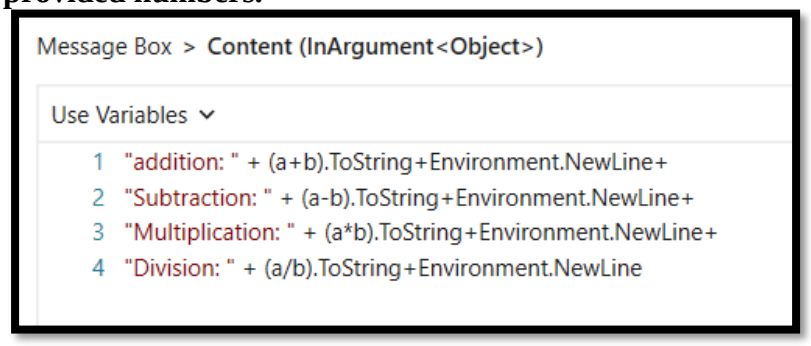
a. Add another "Input Dialog" activity into your sequence.
b. Configure this input dialog to prompt the user for the second number.




**Step 3. Add a "Message Box" activity to your sequence.**

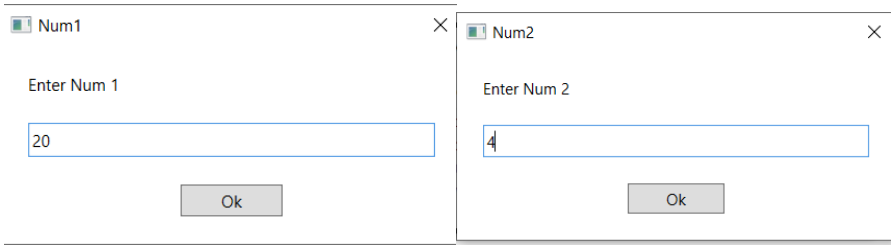


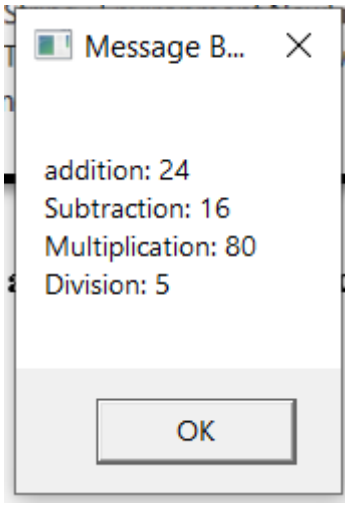
**Step 4. Use expressions in the message box to display the results of arithmetic operations such as subtraction, multiplication, and division based on the user-provided numbers.**




**Step 5. Save your workflow and run the sequence.**

OUTPUT:



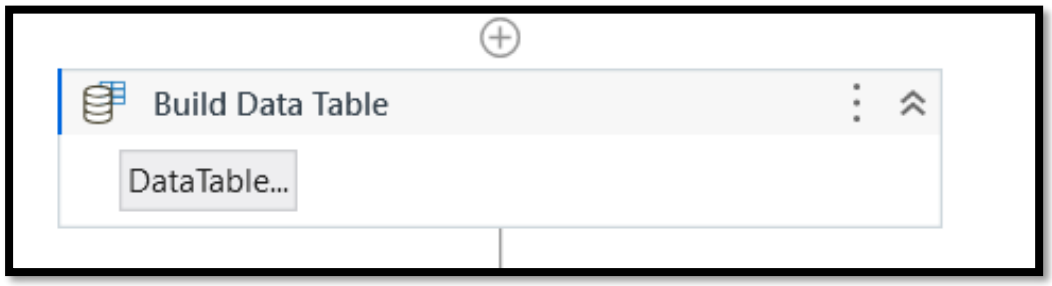

**Learnings:**

Using Input Dialogs, we took two inputs from the user for the first and second numbers. Subsequently, we performed addition, subtraction, multiplication, and division on those inputs and displayed the results individually in a Message Box. Additionally, we discovered how to incorporate a new line in a Message Box using Environment.NewLine.

# AIM: b) Create an automation UiPath project using different types of variables (number, datetime, Boolean, generic, array, data table)

**Step 1. Build Data Table Activity:**

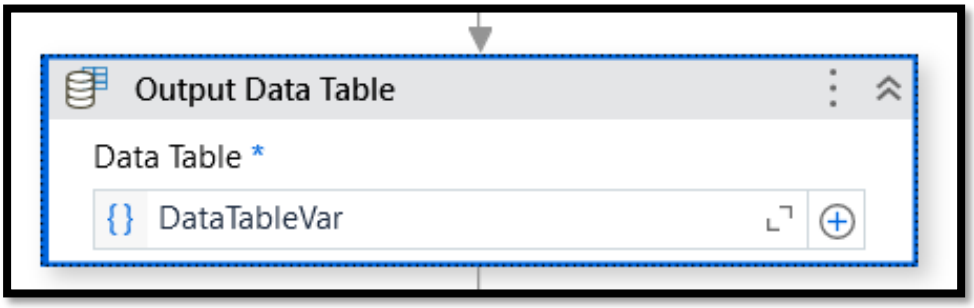
a. Use the "Build Data Table" activity to create a DataTable.




b. Add columns and set their data types (e.g., "RollNo" as Int32, "Name" as String).

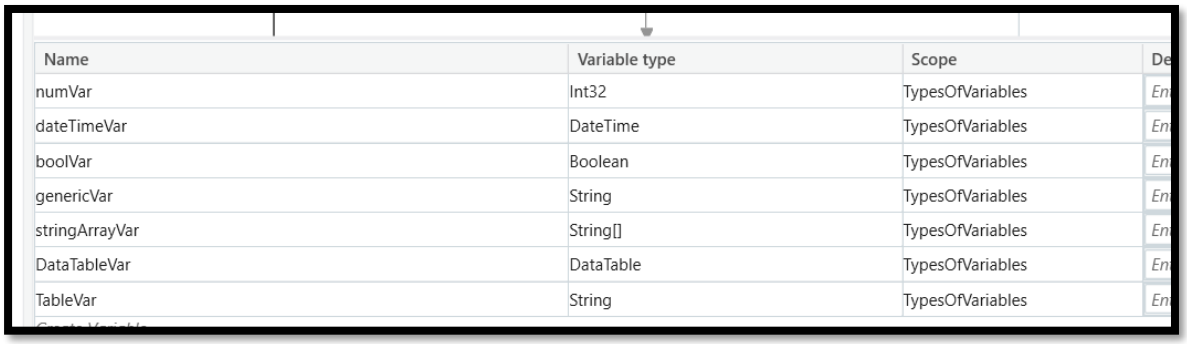

**Step 2. Output Data Table Activity:**

a. Use the "Output Data Table" activity to convert the DataTable to a string.



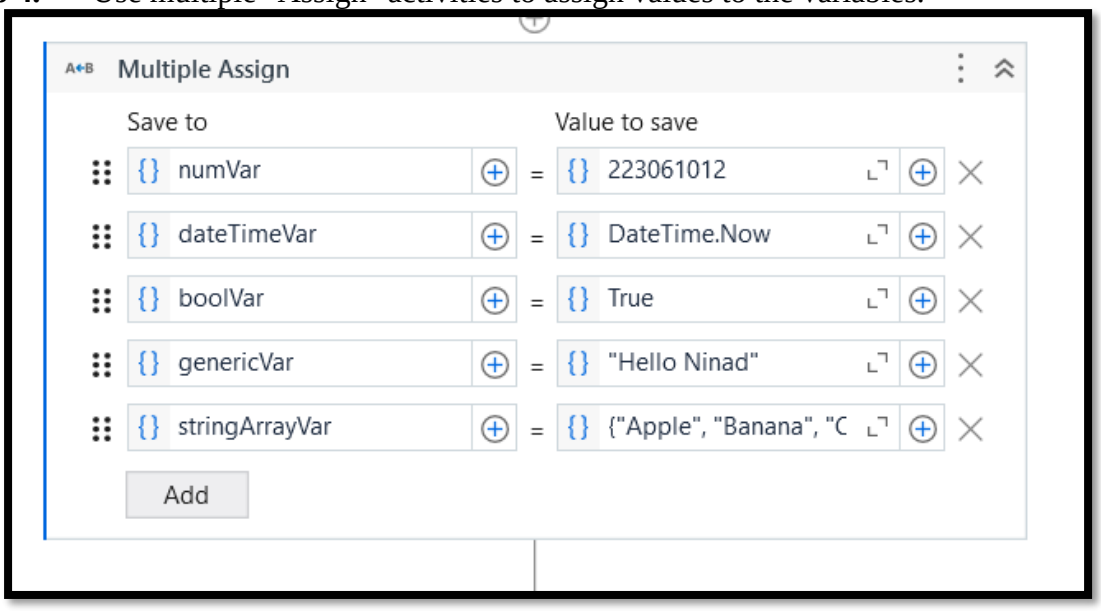

b. Set the DataTableVar as the DataTable and create a new variable (e.g., TableVar) for the output.


**Step 3.** From the Variables tab, create variables for Number (numVar), DateTime (dateTimeVar), Boolean (boolVar), Generic (genericVar), and Array (stringArrayVar).

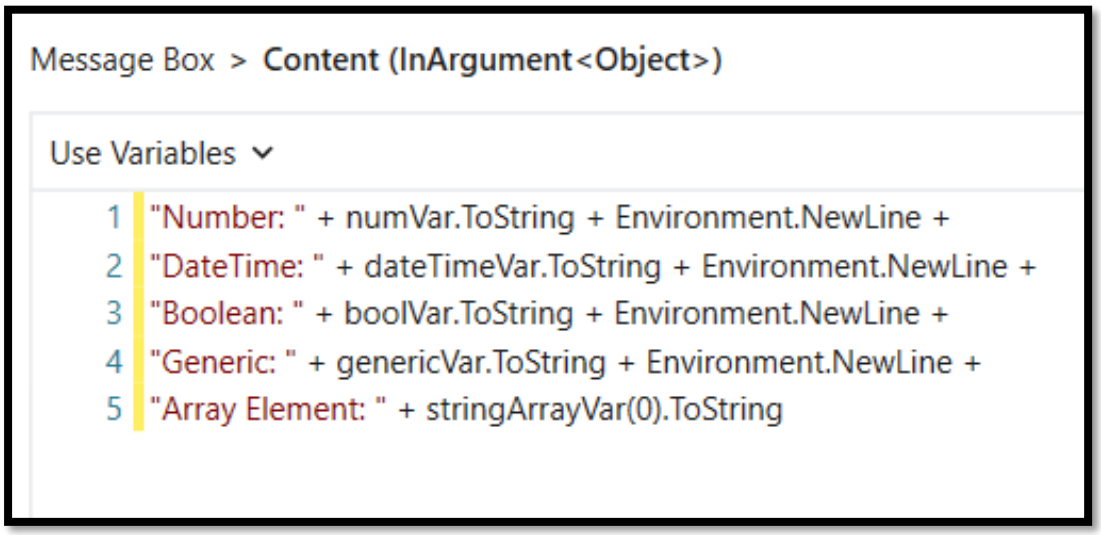


| Name | Variable type | Scope | De |
|---|---|---|---|
| numVar | Int32 | TypesOfVariables | En |
| dateTimeVar | DateTime | TypesOfVariables | En |
| boolVar | Boolean | TypesOfVariables | En |
| genericVar | String | TypesOfVariables | En |
| stringArrayVar | String[] | TypesOfVariables | En |
| DataTableVar | DataTable | TypesOfVariables | En |
| TableVar | String | TypesOfVariables | En |

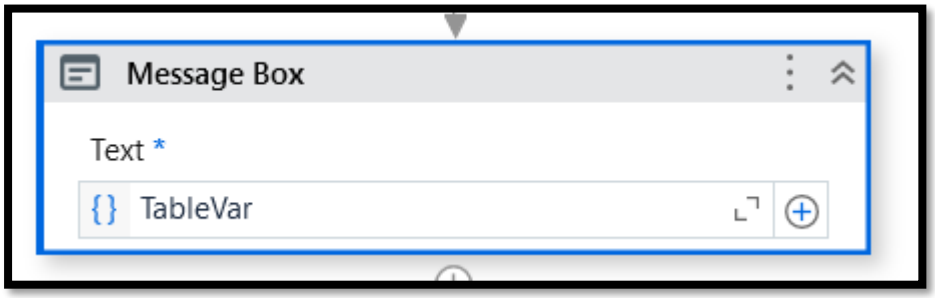
**Step 4.** Use multiple "Assign" activities to assign values to the variables.



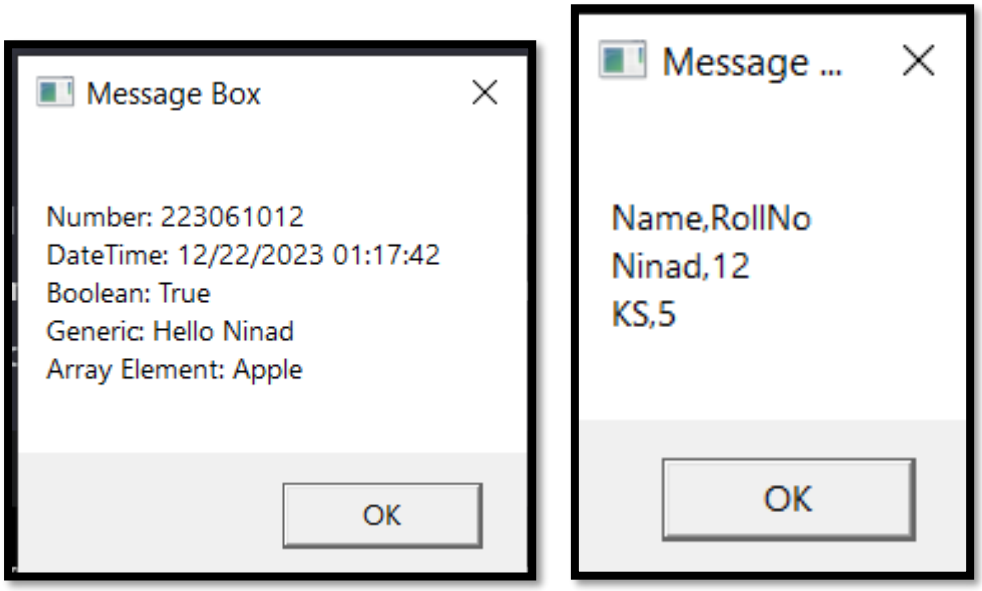

**Step 5.** Use the "Message Box" activity to print all variables.




**Step 6.** Use another "Message Box" activity to print datatable.



OUTPUT:




## Learnings:

Understanding the usage of the "Build Data Table" activity to create and configure a DataTable, defining columns with specific data types.

Practical application of different variable types (Number, DateTime, Boolean, Generic, Array) and DataTable, utilizing "Assign" activities, and displaying their values using the "Message Box" activity in UiPath.