**Practical No: 3**

**Decision Making and Looping statements.**

**AIM: A) Create an automation UiPath Project using Decision Making** **statements.**

**Steps with output**

1. **If Then**
2. Drag and drop an "Input Dialog" activity into the sequence.A screenshot of a computer

   Description automatically generated
3. Drag and drop an "If" activity below the "Input Dialog" activity.
4. Add a "Message Box" Activity (Then Branch):

A screenshot of a computer

Description automatically generated

1. Add a "Message Box" Activity (Else Branch)A screenshot of a computer

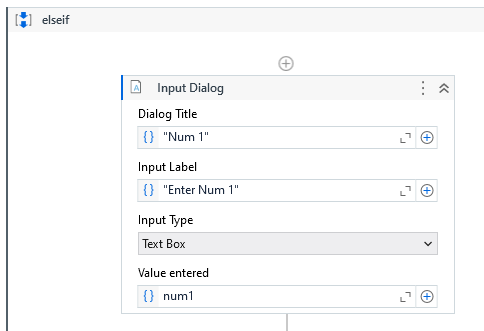
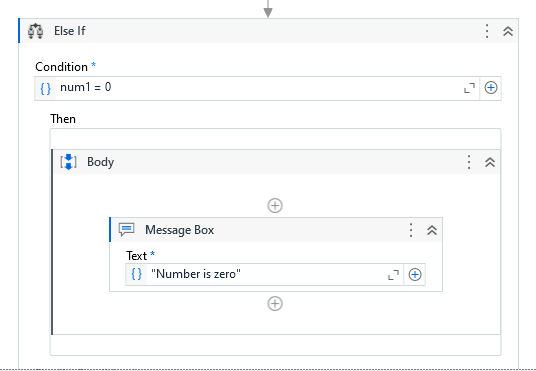
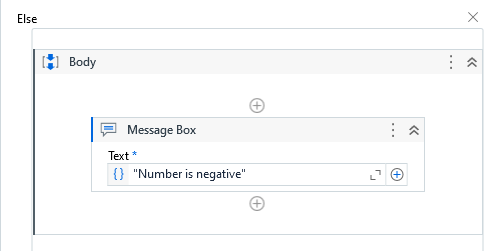
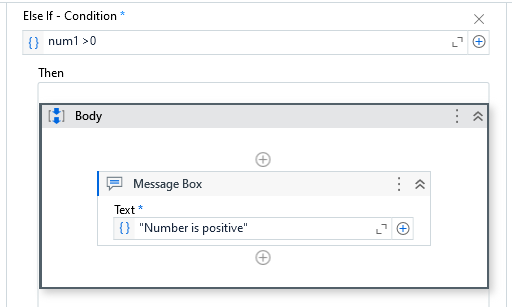
   Description automatically generated

Output:

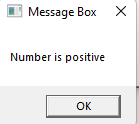
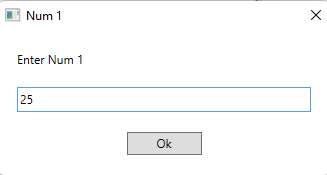
A screenshot of a computer

Description automatically generatedA screenshot of a computer message

Description automatically generated

1. **Else IF**
2. Drag and drop an "Input Dialog" activity into the sequence**.**
3. Add a "Message Box"  
    

**OUTPUT:**



1. **Switch**
2. Use an Input Dialog to get the user's choice.

**A screenshot of a computer

Description automatically generated**

1. Set up a Switch Activity. Input the variable for expression. Add cases with associated message boxes for each choice. Don't forget to include a Default case for any choices not covered.

**A screenshot of a computer

Description automatically generated**

**OUTPUT:**

**A screenshot of a computer

Description automatically generatedA screenshot of a computer screen

Description automatically generated**

**Learnings**

**A. If Then:**

By using an Input Dialog followed by an If activity, we learned to create a decision-making statement. If a certain condition (e.g., number > 0) is true, a MessageBox in the "Then" branch is executed; otherwise, the "Else" branch with another MessageBox is triggered.

**B. Else If:**

Employing an Input Dialog and a Message Box, we grasped the concept of an "Else If" statement. Depending on the condition, a specific message is displayed in the MessageBox, demonstrating an alternative path in the execution.

**C. Switch:**

Through an Input Dialog capturing user choice and a Switch activity, we learned to handle multiple cases efficiently. The Switch statement directs the flow based on the user's choice, with each case associated with a specific action in a MessageBox.

**AIM: B) Create an automation UiPath Project using looping statements**

**Steps with output**

1. **While Loop**
2. Add while activity and set condition to -> count <=5

A screenshot of a phone

Description automatically generated

1. Create variable count and set variable type to int32  
   A white rectangular object with black lines

   Description automatically generated
2. Inside while body create message box and write message -> "Current Count: " + count.ToString()  
   A screenshot of a computer

   Description automatically generated
3. Drag and drop assign activity inside while   
   Set the "To" field to Count.

Set the "Value" field to Count + 1.

A screenshot of a computer

Description automatically generated

**OUTPUT**

A screenshot of a computer message

Description automatically generatedA screenshot of a computer message

Description automatically generatedA screenshot of a computer message

Description automatically generatedA screenshot of a computer message

Description automatically generated

A screenshot of a computer message

Description automatically generatedA screenshot of a computer message

Description automatically generated

1. **Do While**
2. Do While Loop: Drag and drop a "Do While" activity from the "Activities" panel into your workflow.

A screenshot of a phone

Description automatically generated

1. Create a variable named ‘Count’ of type "Int32" to keep track of the current count.

A white screen with black text

Description automatically generated

1. we will use the condition: Count <= 5. This means the loop will continue as long as the Count variable is less than or equal to 5.
2. Inside the "Do While" activity, drag and drop a "Message Box" activity.

A screenshot of a computer

Description automatically generated

1. Configure the Message Box Activity:  
   A screenshot of a computer

   Description automatically generated
2. Add an "Assign" activity inside the "Do While" loop:

Set the "To" field to Count.

Set the "Value" field to Count + 1.

A screenshot of a computer

Description automatically generated

**OUTPUT**

**A screenshot of a computer message

Description automatically generated** **A screenshot of a computer message

Description automatically generated** A screenshot of a computer message

Description automatically generated A screenshot of a computer message

Description automatically generated**A screenshot of a computer error message

Description automatically generated** **A screenshot of a computer message

Description automatically generated**

1. **FOR EACH**

we'll create a "For Each" loop to iterate through a list of names and display each name using a message box.

1. Add a List of Names:

A screenshot of a computer

Description automatically generated

1. In the "Default" value field of the variable, enter the list of colors enclosed in curly braces {} and separated by commas.

A screenshot of a chat

Description automatically generated

1. Drag and drop a "For Each" activity from the "Activities" panel into your workflow.

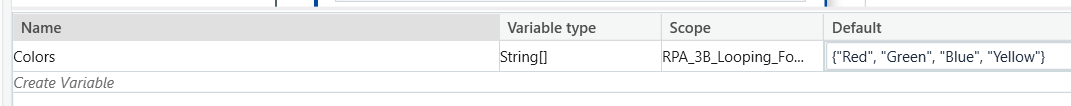
A screenshot of a computer

Description automatically generated

1. Inside the "For Each" activity, drag and drop a "Message Box" activity.

A screenshot of a computer

Description automatically generated



OUTPUT:

A screenshot of a computer message

Description automatically generated A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated

**Learnings**

**A. While Loop:**

The While Loop iterates as long as the count is less than or equal to 5, displaying the current count in a Message Box and incrementing the count in each iteration.

**B. Do While Loop:**

The Do While Loop continues executing as long as the count is less than or equal to 5, showing the current count in a Message Box and incrementing the count within the loop.

**C. For Each Loop:**

The For Each Loop iterates through a list of names, displaying each name in a Message Box, showcasing the functionality of iterating through collections using a loop.