☑️ **Frequently Asked - Interview Questions**

26. What is a Nuget Package?

NuGet (pronounced "New Get") is a package manager designed to enable developers to share reusable code.

Put simply, a NuGet package is a single ZIP file with the .nupkg extension that contains compiled code (DLLs), other files related to that code, and a descriptive manifest that includes information like the package's version number.

UiPath accepts the code in the form of a Nuget package. When you publish a project to the orchestrator or to the local drive. It is actually stored as a Nuget Package.

Even the Custom activity that we create is actually packaged as a NuGet package.

27. What is a reusable component in UiPath?

Any Workflow which can be used at different places in a project.
Ex: Login Module specific to an application can be re-used and the module can be shared with the team for use rather than building the workflow from scratch.

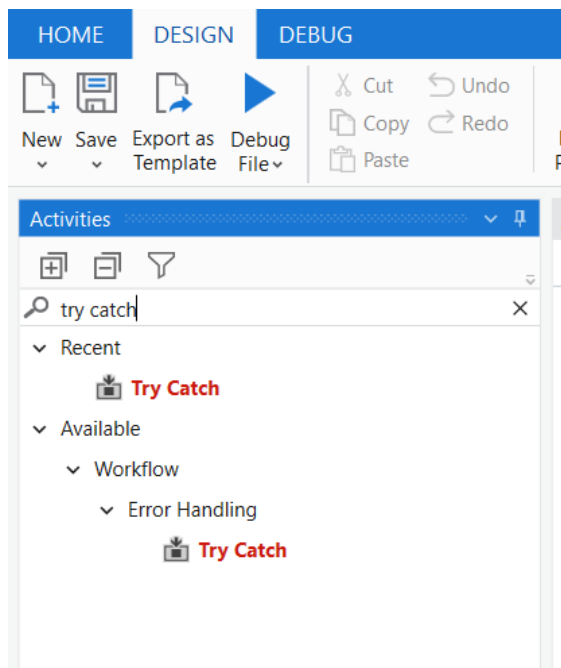A reusable component can be a single XAML or a library.

This actually helps in rapid development as we will have the modules already ready with us when starting up a project.

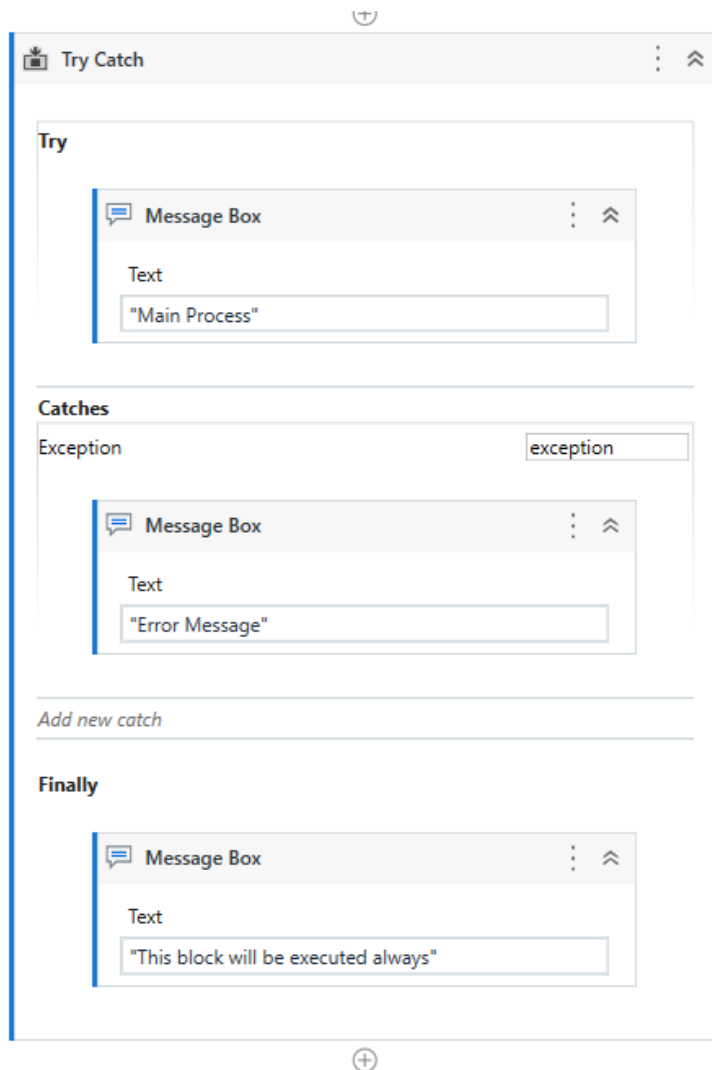And also it is a good practice to create smaller modules while managing a bigger or more complex project.

Additional Reference: How to create a Library in UiPath?

28. What is the purpose of the Try-Catch activity in UiPath?

The try Catch function in UiPath is similar to any other Try Catch implementations in other Programming languages.

Whenever we surround any activity or workflow with Try Catch, any exception that occurred inside it goes to the catch block and logic inside the catch block gets executed.

As we can see in the above screenshot:
Try Block is the place where we add our activities, which are to be executed.

And if there arises an exception while executing them, the Catch Block will be executed

And there is another block which we can see, the Finally block - It will be executed always(Irrespective of whether the error occurs or not)