

## Module 2: Overview of UiPath

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### Case Study

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## Case Study

### Vending State Machine

There are situations in the real-world of processes when processes have finite states, such as in games, embedded systems, and so on, and the processes are in exactly one of a finite number of states at any given time. Vending machine is one such example. The 'State Machine' modelling for computation is best suited for such cases.

Using UiPath RPA tool, model a Vending Machine that has catalogue of products such as: Chips, Biscuits, Chocolate and Coke. Prices for these items are Rs.30/-, Rs.20/-, Rs.50/- and Rs.40/- respectively. Vending Machine is always up for taking Money and for Product Selection. Depending on the money inserted and the product selected, the Vending Machine will dispense the product item and return balance money, if any. After which, Vending Machine will return to its initial state.



### Solution Hints:

Use **State Machine** diagram to model the flow. Define states and start building logic using a set of **State** Activities.