

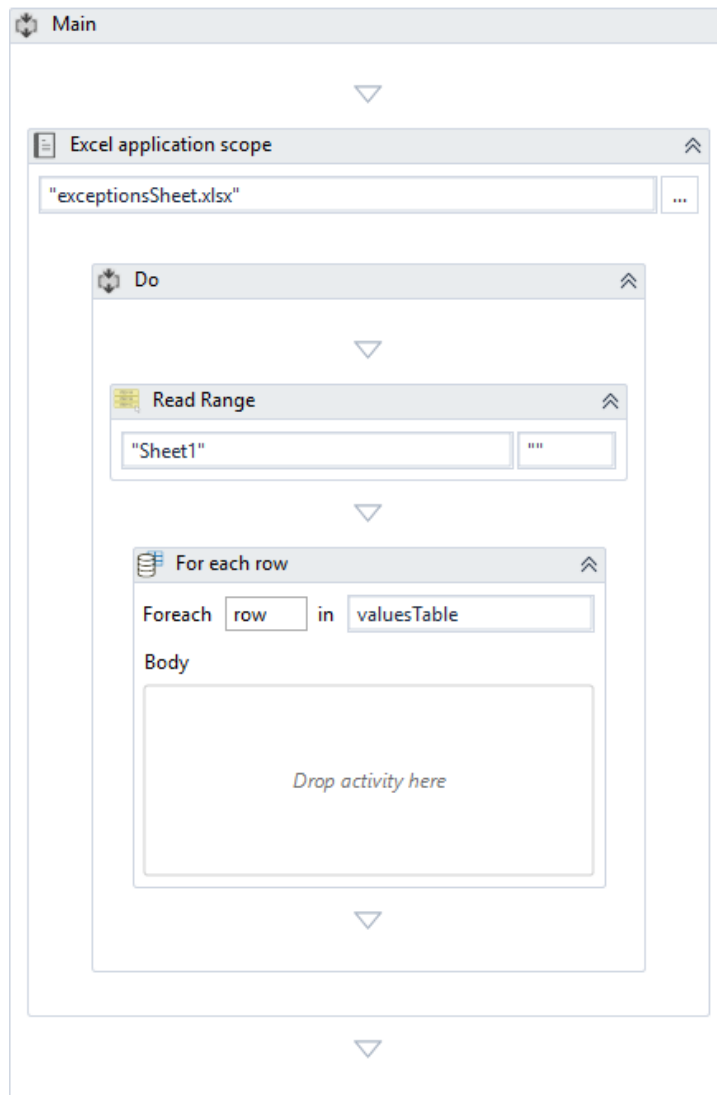
# Practical Exercise - Walkthrough

Since we are going to be working with Excel, the first step will be adding an **Excel Application Scope** and reading data from the sheet.

- Find and add an **Excel Application Scope** activity to the **Main** panel.
  - Insert the path of the downloaded .xlsx file in the **WorkbookPath** property field.
- Find and add a **Read Range** activity inside the **Do** container of the **Excel Application Scope**.
  - Insert a new DataTable variable, called *valuesTable*, in the DataTable property field.
  - Make sure that the **AddHeaders** check box is selected.

Since the data is organized in a spreadsheet, a loop will be needed to iterate through each row.

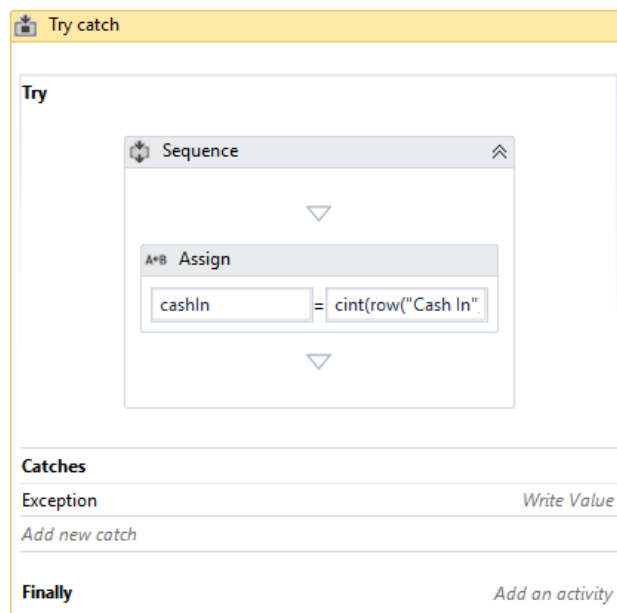
- Find and add a **For Each Row** activity below the **Read Range** activity.
  - Set the **DataTable** to be looped through as *valuesTable*. This is how the workflow should look so far:



We're going to use two Try Catch activities to check Cash In and Cash Out, and assign a variable result which holds the value we will write on that row.

- Create two Int32 variables called *cashIn* and *cashOut*.
- Create a GenericValue variable called result. Since it's a GenericValue type, it can hold either the result of subtracting two integers, or it can hold a string alerting us that one of the values was incorrect.
- Find and add a **Try Catch** activity in the **Body** section of the **For each row** activity.
  - This will catch exceptions if the Cash In is not a valid number.
- Find and add an **Assign** activity into the **Try** portion of the **Try Catch**.
  - It should assign `cint(row("Cash In"))` to *cashIn*.
    - This converts the cell value in the Cash In column of the current row to an integer and assigns it to *cashIn*.

- If there is an exception (if the value is not a number), it will be caught in the **Catch** section.
- Click on **Add new catch** at the bottom of the activity.
  - Select **System.Exception** in the drop-down (search for it if it is not there).
  - Add an Assign activity into the exception area
  - Set the **To** to *result*.
  - Set the **Value** to "Cash In wrong".



- Click back on the **Try** section: find and add another **Try Catch** below the **Assign** activity.
  - This one will *try* the *cash out* values and catch them differently.
- Add an **Assign** activity inside the **Try** section.
  - It should assign *cint(row("Cash Out"))* to *cashOut*.
- Find and add another **Assign** activity
  - If the robot hasn't thrown an error by this point, both Cash In and Cash Out are valid numbers.
  - Set the **To** to *result*.
  - Set the **Value** as "*cashIn - cashOut*", the difference between the two numbers.

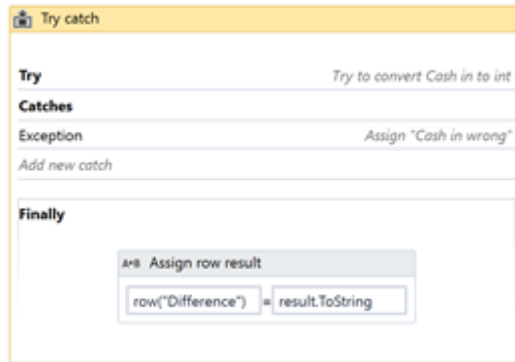
- For the **Catch** section of this **Try Catch**, add another **System.Exception**.
  - Add an **Assign** in the **Exception** field.
    - Set the **To** to *result*.
    - Set the **Value** as *"Cash out wrong"*.

In the **Finally** block of a **Try-Catch** activity are the steps that the robot will take regardless of whether the **Try** block or the **Catch** one was executed. This workflow is where the robot updates the DataTable with the result, which was calculated by the **Try-Catch** activities.

- Click on the **Finally** section of the outer **Try Catch** activity.



- Drag an **Assign** into the **Finally** block
  - Set the **To** field to *row("Difference")*.
  - Set the **Value** to *result.ToString*.



For the finishing touch, write the processed DataTable back to the Excel file.

- Drag a **Write Range** activity after the entire **For-Each** loop
  - Set the **Data table** to *valuesTable*

Your finished workflow should look like this:

