## PASSING VARIABLES IN SELECTORS

Two ways we can pass variable in selectors

## First way:

Pass variable in between " "(double Quotes) and ++

Create a variable lets say var\_test

# **Second way**

Pass variable in between double curly braces{{}}

## Let see an example:

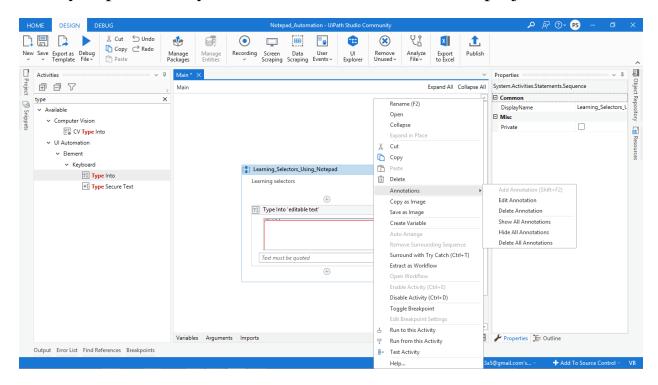
- Pass notepad title to a variable
- Use the variable in selector instead of static title
- And also pass complete Selector to a variable and show only variable in selector

Lets take new process name it as Notepad \_Automation and description as In this project we learn about selectors and create

## Step 1:

Go to project and main and go to activity panel and double click on sequence activity once you double click on activity it will go and sit in designing panel and rename the sequence in property panel and give annontation by right click in sequence you can see the option annotation

Their you provide any annotation which related to our project



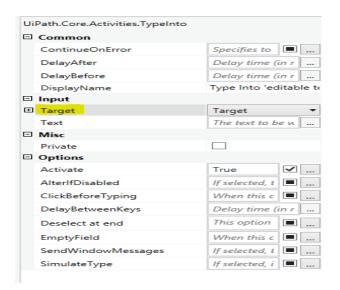
# Step 2:

Go to activity panel search or type into activity which is in the package called UiPath.UIAutomation.Activities

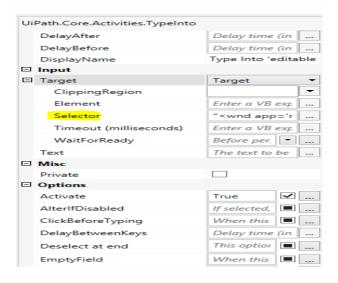
Selectors are generated automatically every time we use an activity that interacts with graphical user interface

Type into activity is the activity that interact with userface so selector is generated by using this activity

In the properties go to target and click plus sign you see selector property in property panel



After clicking plus sign which in target the page appear like below



After indicate the screen of the note pad the selector appear like this

```
<wnd app='notepad.exe' cls='Notepad' title='Untitled - Notepad' />
<wnd cls='Edit' />
<ctrl role='editable text' />
```

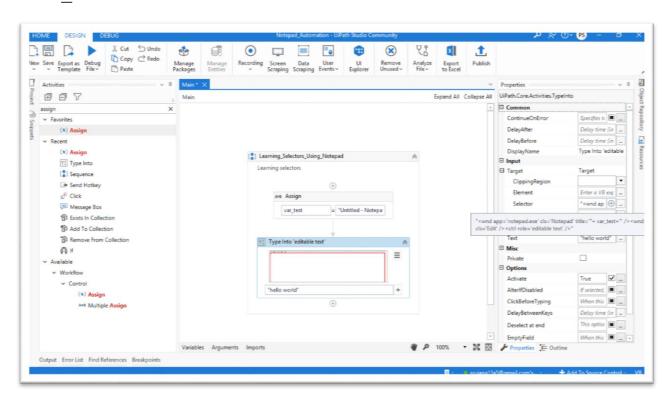
# Step3:

Take assign activity from the activity panel

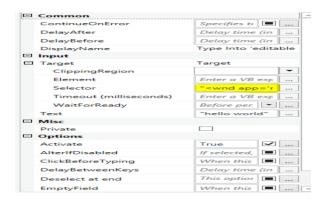
Create variable and name as var\_test and assign value as "Untitled-Notepad"

## Step 4:

Give that variable in selector, by editing selector attribute title "+var Test+"



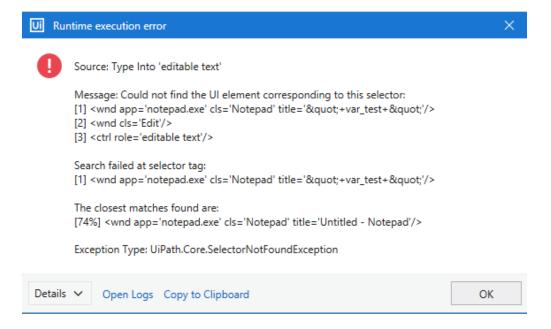
In the below figure which I have highlighted in yellow colour their only we must edit the selector



If edit selector in three dots we will get error



#### The error is

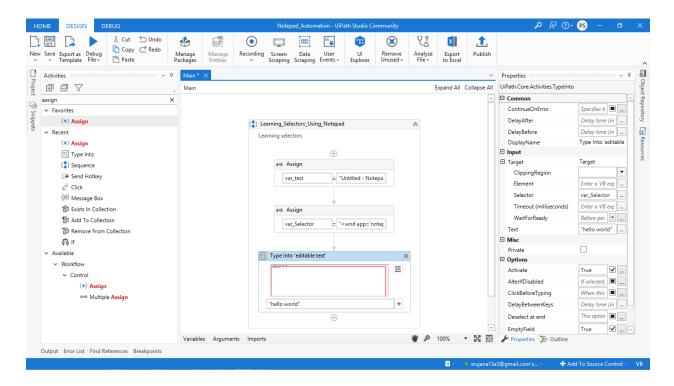


When we are editing selector by click on three dots at that time we have to use

&quot+var\_test+&quot

## Step 5

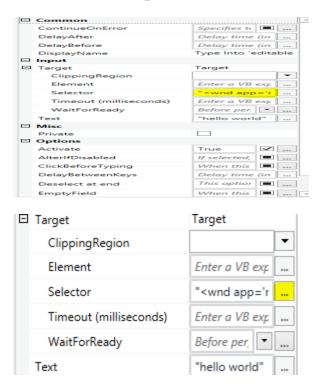
Copy the selector from type into activity and assign the selector to the variable called var\_Selector and provide that variable to type into activity selector property by removing the selector which generated by indicating the UI element, provide their variable



## Second way:

Passing variable in between double curly braces {{var\_test}}

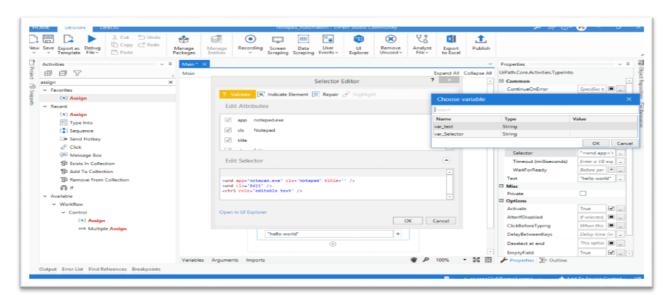
# This is the best practice



By editing selector in the above highlighter places by passing variable in between {{}} we will not get any error

So this is the best practice

Go to three dots and go to title attribute value remove the title and click control space what ever variables created that will in the pop up whatever you what you can select that one



After click ok the variable passes as below

