

★★★★ Day 92 ★★★★★
of Our Daily UiPath Q&A
Challenge!

Welcome to Day 92 of our exciting
UiPath Q&A Challenge! Each day,
we'll be answering one key
question to help you master
UiPath and revolutionize your
automation journey. 🚀

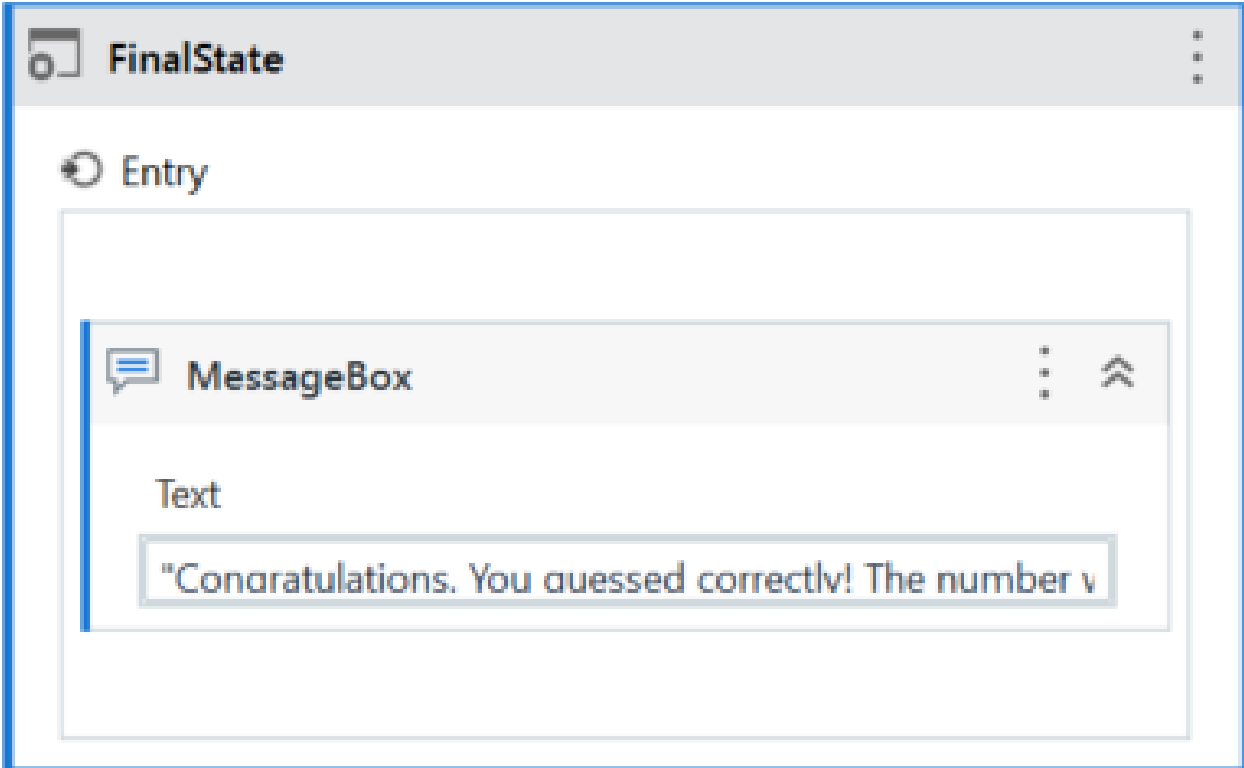
🚫 Question for Today

Explain State Machines?

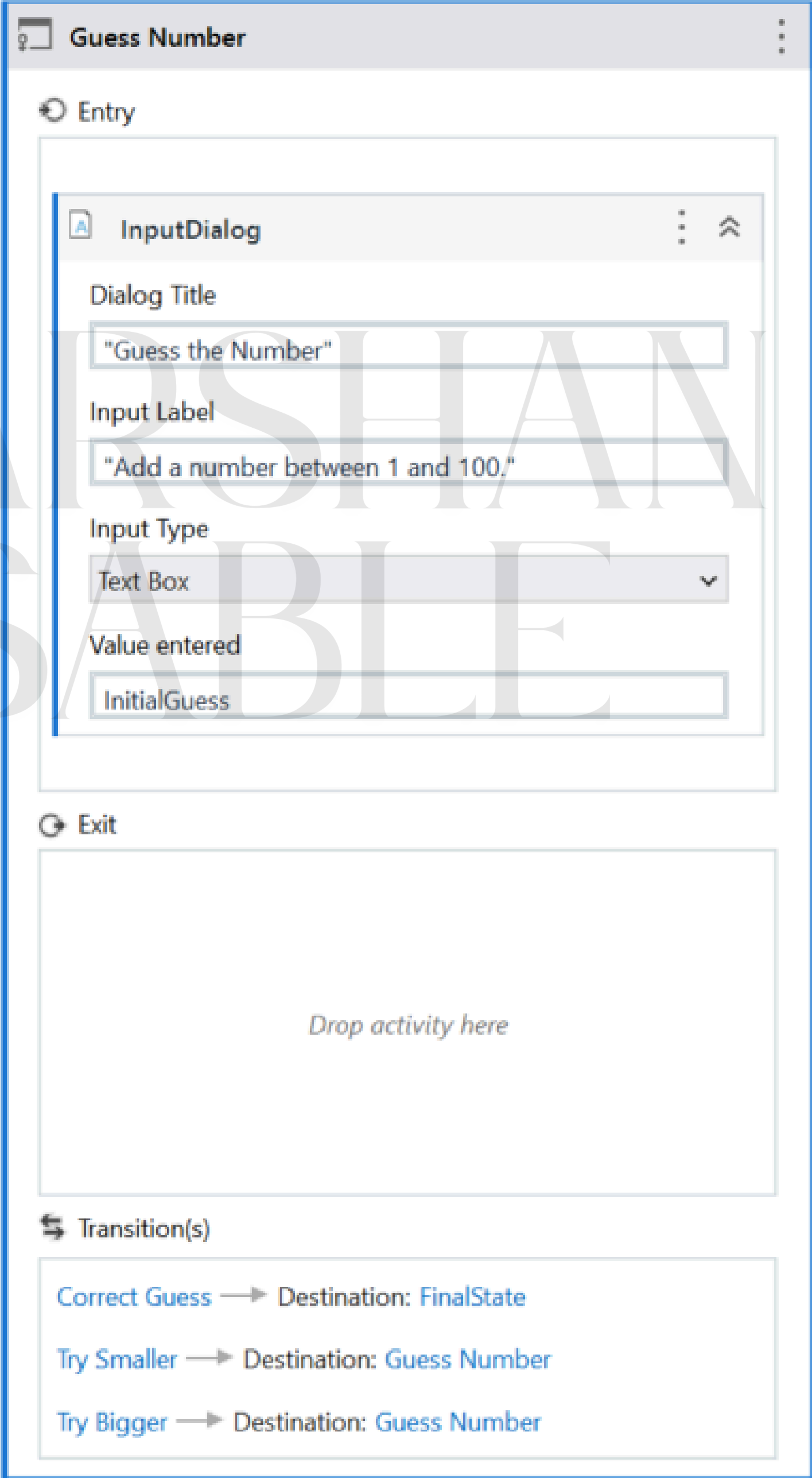
State Machines

- A state machine is a type of automation that uses a finite number of states in its execution. It can go into a state when it is triggered by an activity, and it exits that state when another activity is triggered.
- Another important aspect of state machines are transitions, as they also enable you to add conditions based on which to jump from one state to another. These are represented by arrows or branches between states.
- There are two activities that are specific to state machines, namely State and Final State, found under Workflow > State Machine.
- You can only create one initial state, yet it is possible to have more than one Final State.
- The State activity contains three sections, Entry, Exit and Transition(s), while the Final State only contains one section, Entry. Both of these activities can be expanded by double-clicking them, to view more information and edit them.
- The Entry and Exit sections enable you to add entry and exit triggers for the selected state, while the Transition(s) section displays all the transitions linked to the selected state.

FINAL STATE



STATE



Transitions are expanded when you double-click them, just like the State activity. They contain three sections, Trigger, Condition and Action, that enable you to add a trigger for the next state, or add a condition under which an activity or sequence is to be executed.



VISUAL EXAMPLE OF STATE MACHINE

