

🌟🌟🌟 Day 72 of Our Daily UiPath Q&A Challenge! 🌟🌟🌟

Welcome to Day 72 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. 🚀

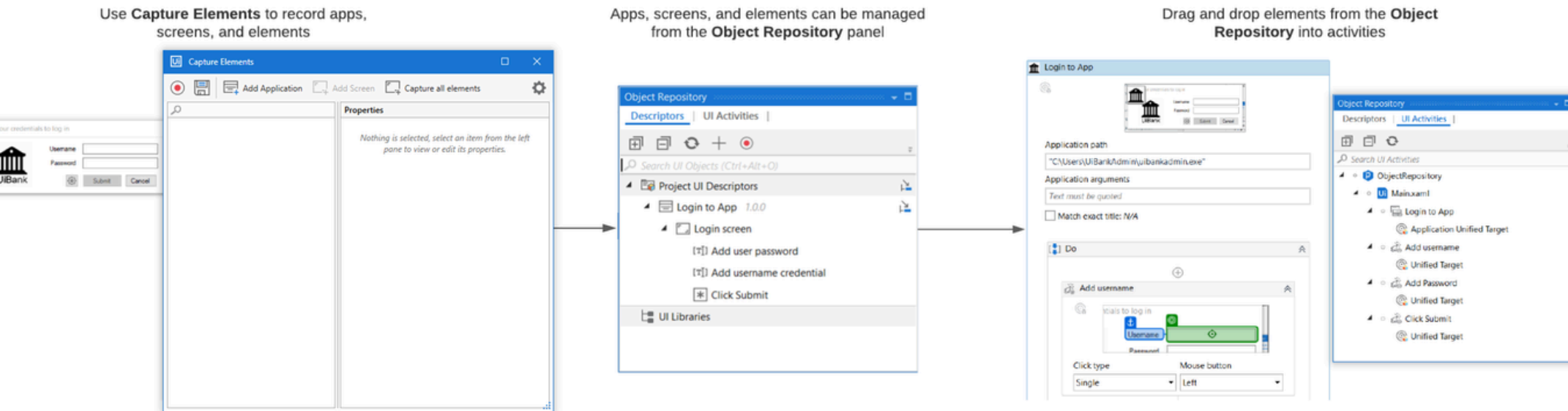
🚫 Question for Today

Explain Object Repository Panel in UiPath Studio.

The Object Repository ensures the management, reusability, and reliability of UI elements by capturing them as objects in a DOM-like repository, sharable across projects. It allows for creating and reusing UI taxonomies inside and across automation projects. With Object Repository you can build a UI API for your application and share it with your team within minutes.

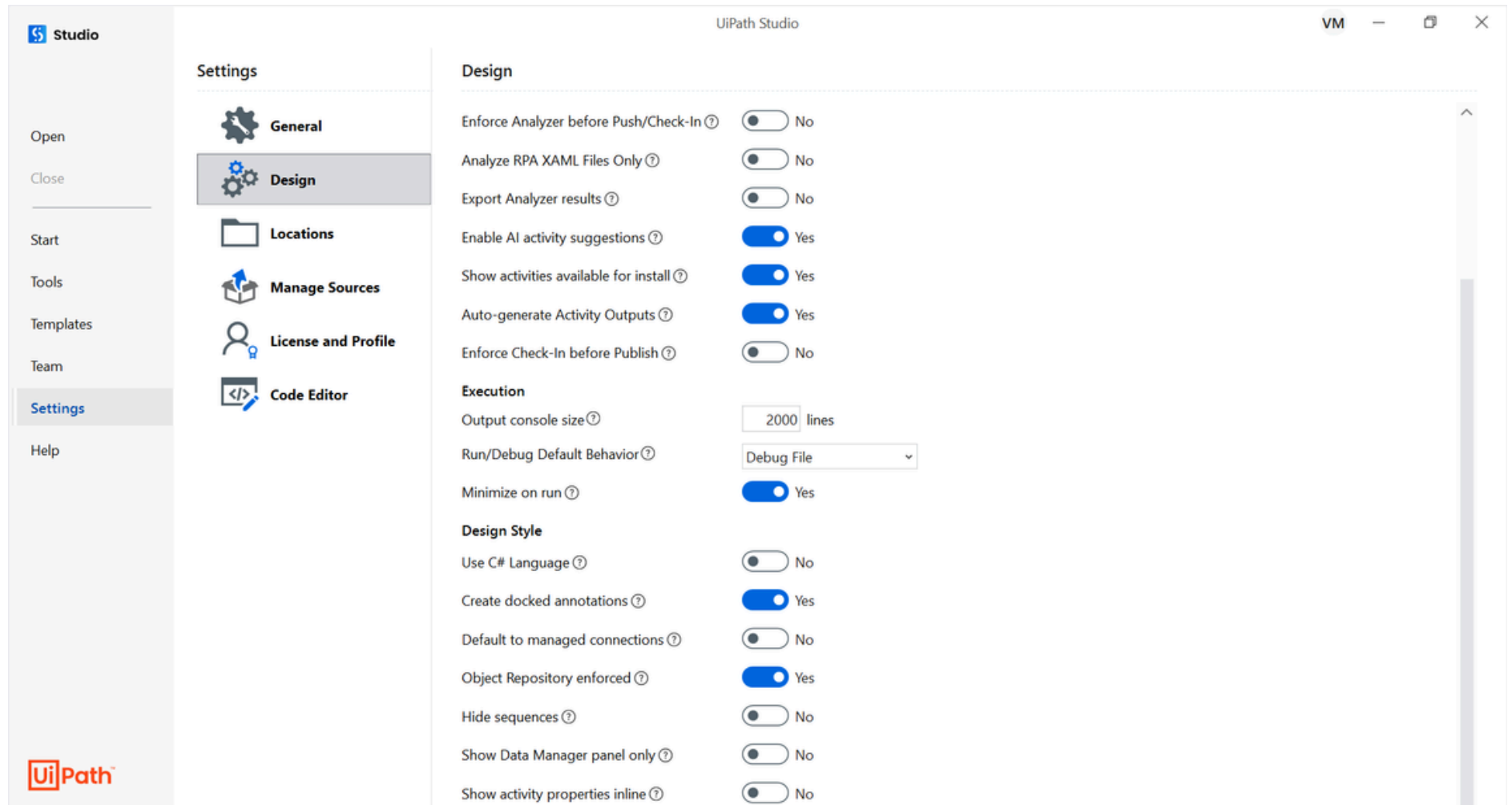
The key features of the Object Repository are:

- UI elements across the project are managed, updated, and modified from a centralized place.
- View a list of all your UI activities inside your process by using the UI Activities tab inside Object Repository panel.
- Quickly capture elements you need in your automation with the Capture Elements wizard.
- increased selector reliability with the help of the Capture Elements recorder that captures elements, together with their anchors.
- With the help of anchors, objects keep their reliability in case the application received a slightly new UI.
- Drag-and-drop elements from the Object Repository panel.
- Objects are reusable in local project or across projects when packaged as libraries.
- Upgrade application and process UI elements in one go with UI libraries.



Prerequisites

- The Object Repository works with UiPath.UIAutomation.Activities package versions 20.10.x and above.
- When the Object Repository enforced toggle is set to Yes, activities part of the UIAutomation pack need to reference elements from the Object Repository.
- The classic UI Automation activities are hidden by default. However, they are still available under the Classic category in the Activities panel and can be added to a project from the Activities panel or the Add activity search bar.

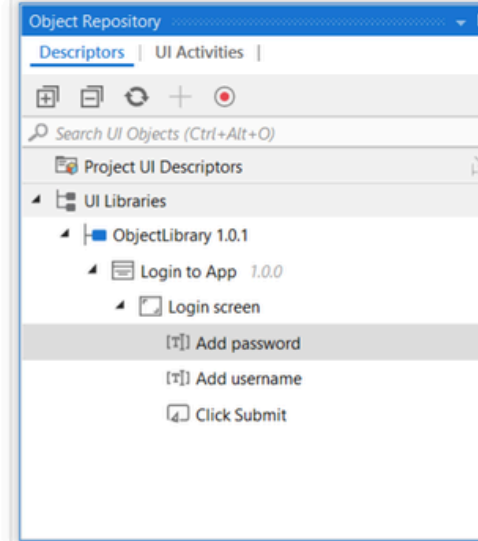
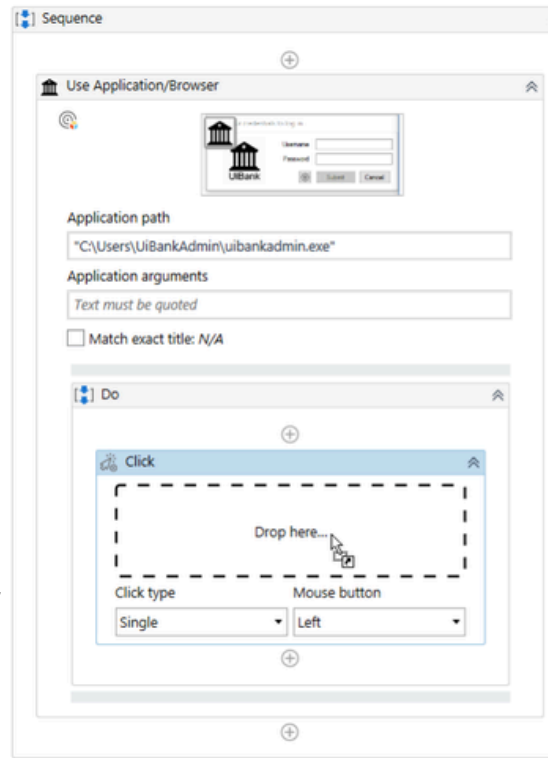


Reusability

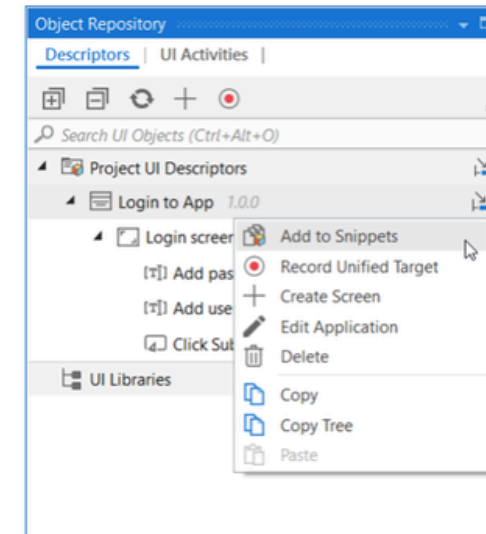
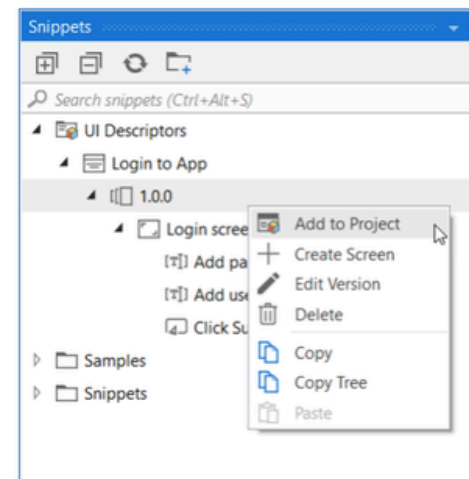
The Object Repository enables you to reuse your UI elements across projects: All locally stored elements can be reused at project level.

For testing purposes, you can use Snippets panel to save into and pass applications between projects. From Snippets you can add applications to your local project repository.

Extract elements into UI libraries and install them as a dependency into your projects when you want to reuse at a global level. You can also take a reusability-first approach and start by creating UI libraries with the elements you will need across all your automation projects.



Add **UI descriptors** or **libraries** to **Snippets** and use objects in other local projects



Object Repository structure

- The object repository has a tree structure where each node is an object representing screens or elements, all hierarchical under the application. The structure is the following:
- Application - it can be one of two types: mobile or desktop/web, depending on what technology is used for UI Automation.
- Version - applications can have multiple versions.
- Screen - top-level window of an application version that can only be created under an app version.
- UI element - an object on the screen with a descriptor and metadata. It can be of multiple types.
- UI elements can be freely rearranged in the tree structure, as long as they remain under their designated screen. To move, simply drag and drop the element to the desired location inside the tree.
- Elements can also be part of other elements and they can also be grouped under containers with no UI specific role. This allows defining a UI structure that is as close as possible to what the user sees on screen.