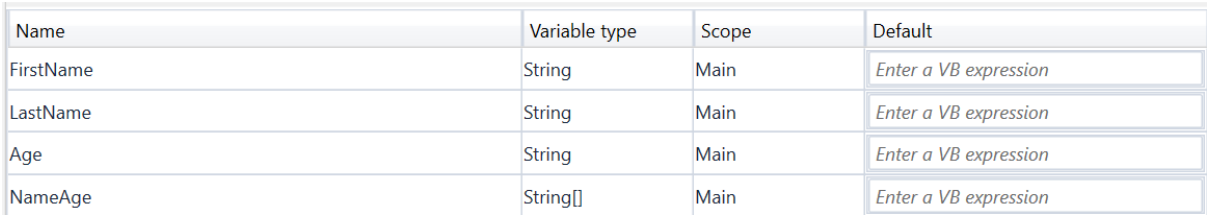
Array Variable

To exemplify how you can work with array variables, we are going to create an automation that asks the user for his first and last name and age, stores the information in an array and then writes it in a `.txt` file.

1. Create a new sequence.
2. Create three string variables, `FirstName`, `LastName` and `Age`, in which to store the information gathered from the user.
3. Create an array of strings variable called `NameAge`.



Name	Variable type	Scope	Default
FirstName	String	Main	*Enter a VB expression*
LastName	String	Main	*Enter a VB expression*
Age	String	Main	*Enter a VB expression*
NameAge	String[]	Main	*Enter a VB expression*

4. Add an Input Dialog activity to the **Designer** panel.
5. Fill in the **Dialog Title** and **Input Label** fields to ask for the user's first name.
6. In the **Value entered** field, type the `FirstName` variable. This variable stores the first name of the user.
7. Add another **Input Dialog** activity under the previous one.
8. Fill in the **Dialog Title** and **Input Label** fields to ask for the user's last name.
9. In the **Value entered** field, type the `LastName` variable. This variable is going to store the last name of the user.
10. Add another **Input Dialog** activity under the previous one.
11. Fill in the **Dialog Title** and **Input Label** fields to ask for the user's age.
12. In the **Value entered** field, type the `Age` variable. This variable is going to store the age of the user.

    NOTE: We use a string variable and not an integer to store the age, so that we do not have to convert it later on, when we add it to the string array variable.

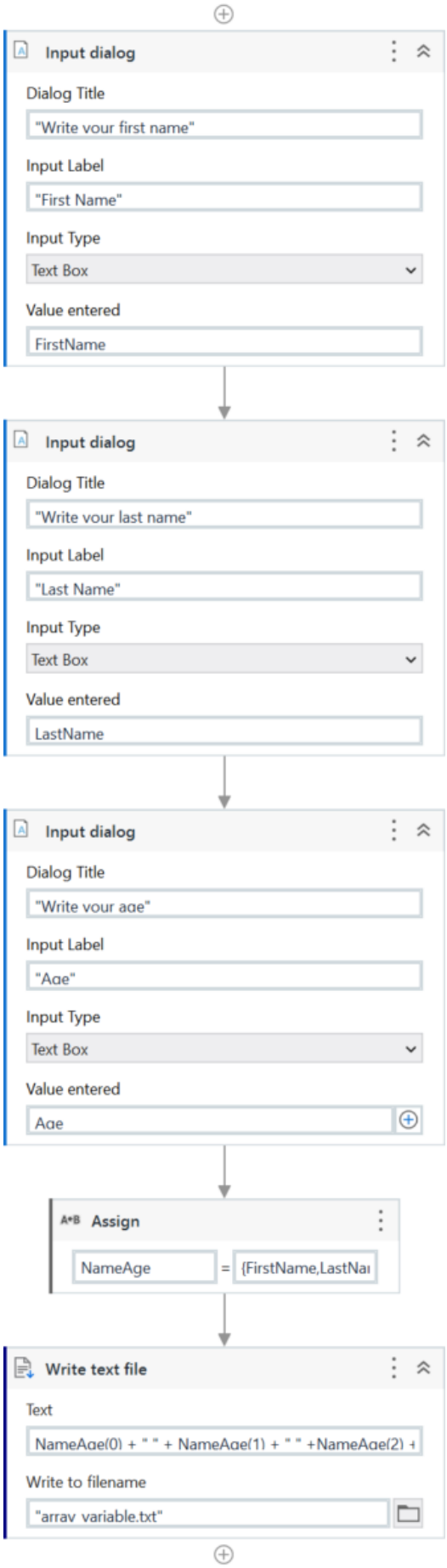
13. Add an Assign activity under the last **Input Dialog**.
14. In the **Properties** panel, in the **To** field, type the `NameAge` variable.
15. In the **Value** field, type {`FirstName`,`LastName`,`Age`}. This **Assign** activity enables you to store all the values from the initial string variables in the `NameAge` one.
16. Add a Write Text File activity under the **Assign** one.
17. In the **Properties** panel, in the **FileName** field, type the path of the file you want to write to between quotation marks, such as `"%HOMEPATH%\Desktop\array_variable.txt"`.

NOTE: If the file does not exist at the provided path, it is created.

18. In the **Text** field, type `NameAge(0) + " " + NameAge(1) + " " +NameAge(2) + " "`.

    NOTE: By adding the index number of the array items you can access their values and write them, in this example, to a text file.

    The final project should look as in the following screenshot.


Input dialog
Dialog Title
"Write vour first name"
Input Label
"First Name"
Input Type
Text Box
Value entered
FirstName
Input dialog
Dialog Title
"Write vour last name"
Input Label
"Last Name"
Input Type
Text Box
Value entered
LastName
Input dialog
Dialog Title
"Write vour age"
Input Label
"Age"
Input Type
Text Box
Value entered
Age
Assign
NameAge
=
{FirstName,LastNa
Write text file
Text
NameAge(0) + " " + NameAge(1) + " " +NameAge(2) +
Write to filename
"array variable.txt"

19. Press Ctrl + F5 to run the project.
20. Navigate to the file provided at step 17 and double-click it. A **Notepad** window is displayed with the information you added at step 20.