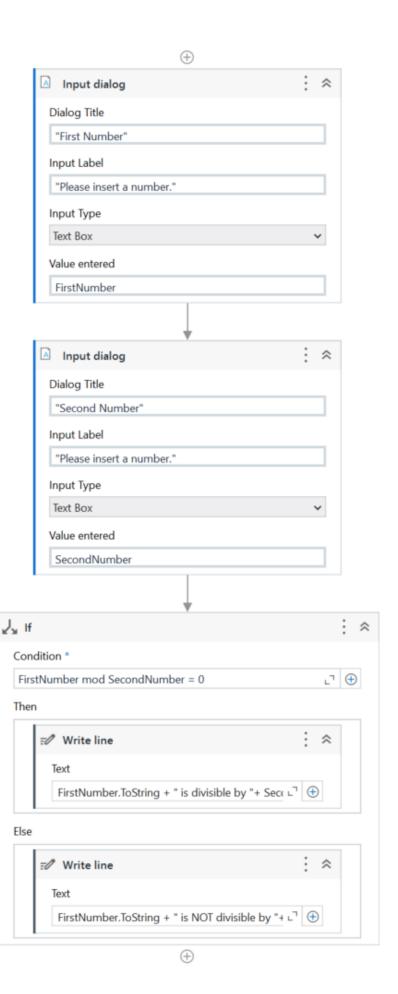
If Activity

To exemplify how you can use the **If** activity, let's create an automation that asks the user for two numbers, checks to see if one is divisible by the other, and depending on the result, displays a different message in the **Output** panel.

- 1. Create a new sequence.
- 2. Create two integer variables, FirstNumber and SecondNumber for example.
- 3. Add two Input Dialog activities to the **Designer** panel.
- 4. Type titles and labels for both activities and, in the **Value entered** fields, add the FirstNumber and SecondNumber variables.
- 5. Add an **If** activity to the **Designer** panel, under the previously added **Input Dialog** ones.
- 6. In the Condition section, type FirstNumber mod SecondNumber = 0. This expression checks if the first number is divisible to the second one, using the mod operator.
- 7. In the **Then** section, add a Write Line activity.
- 8. On the right side of the **Text** field, select **Plus** \oplus > **Open in Advanced Editor**.
- 9. Inside the Expression Editor window, type FirstNumber.ToString + " is divisible by "+ SecondNumber.ToString + ".". This is the message that is displayed if the first number is divisible by the second one.
- 10. Click **Show Else** to display the Else section, and then add another **Write Line** activity in the **Else** section.
- 11. Inside the Expression Editor window, type FirstNumber.ToString + " is NOT divisible by "+ SecondNumber.ToString + ".". This is the message that is displayed if the first number is not divisible with the second one.



- 12. Press F5. The automation is executed.
- 13. Add numbers when prompted. Note that the **Output** panel displays the result, depending on the values added in the **Input Dialog** windows.

