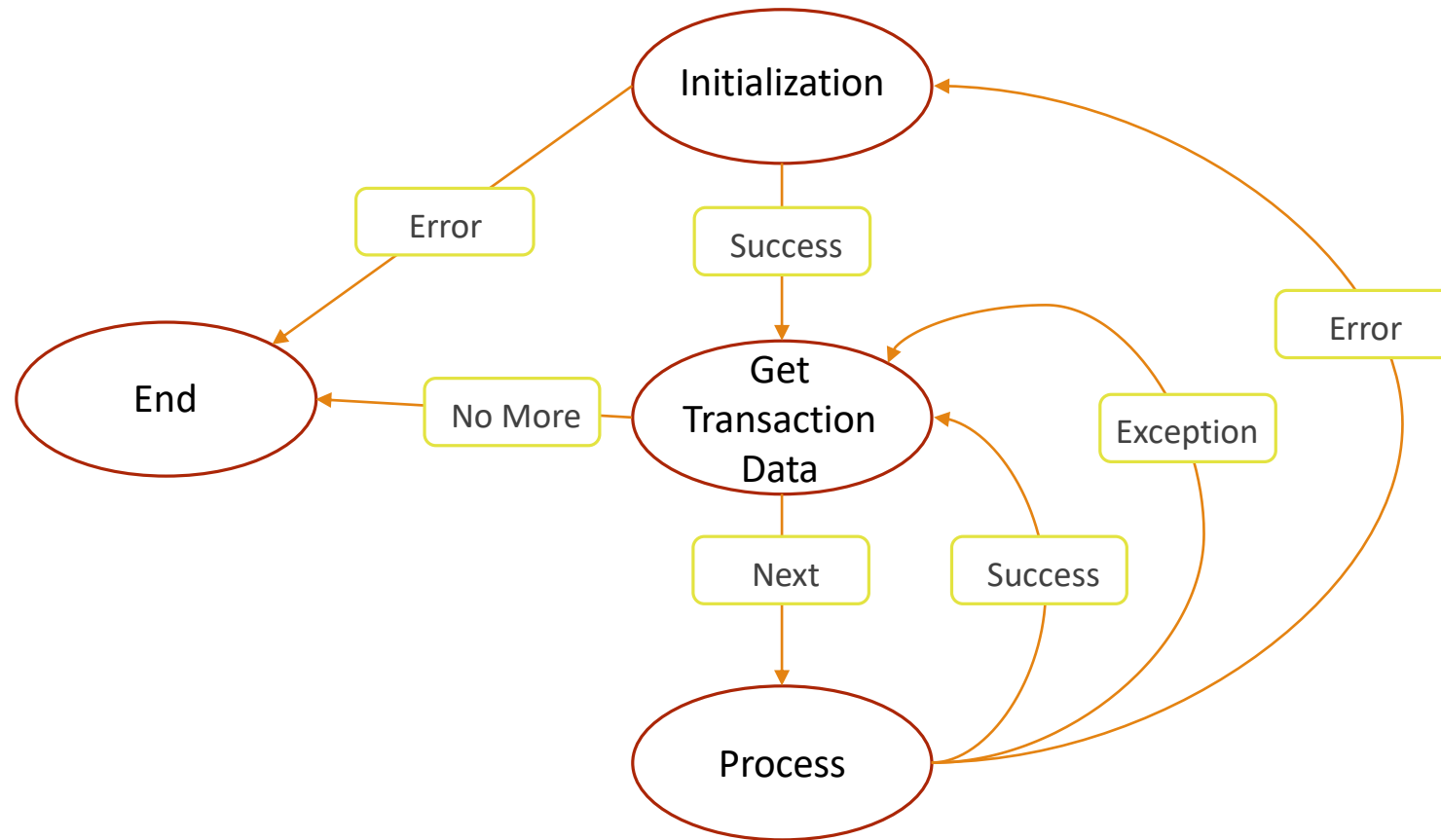
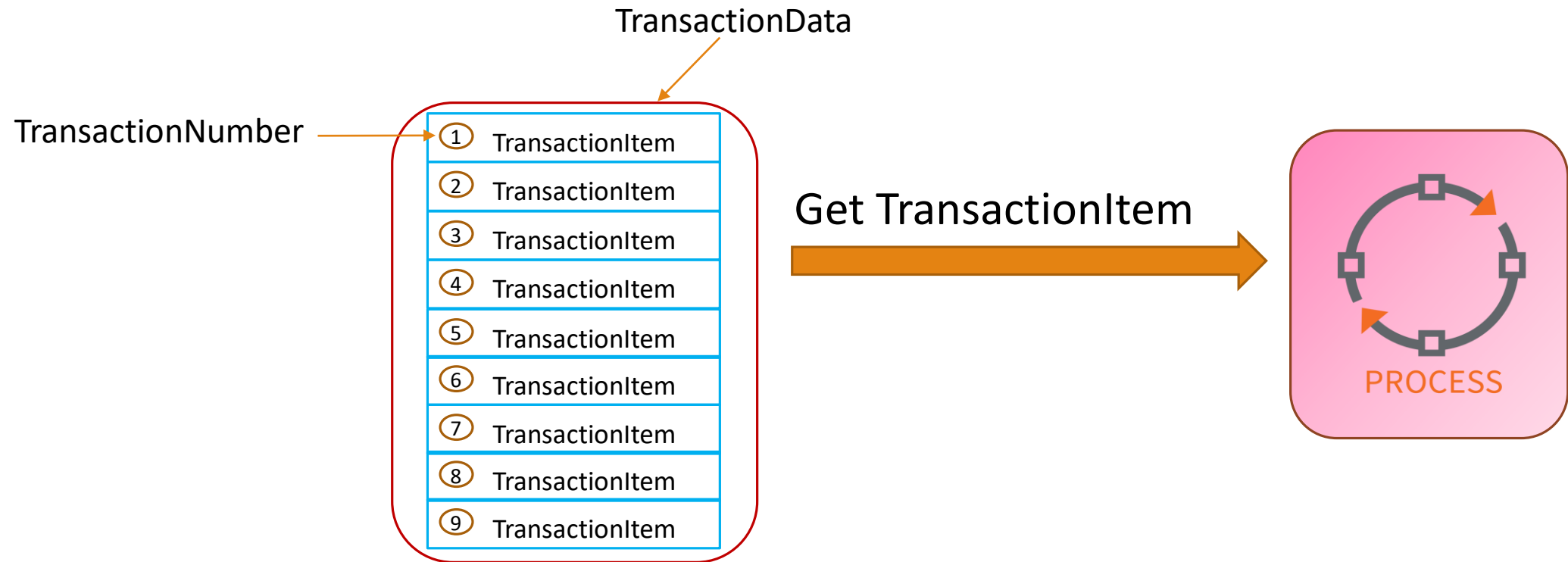


ReFrameWork and GitHub Quickstart

ReFrameWork simplified



Main components of ReFrameWork



Initialization

1. Read the Configuration file located in the Data folder.
2. Get the TransactionData. It can be a DataTable, Excel file, or array etc.
3. Open and initialize applications.

In our example we will get a list of the filepaths of the PDFs that we want to process using `Directory.GetFiles(Config("PathToFiles").ToString)`.

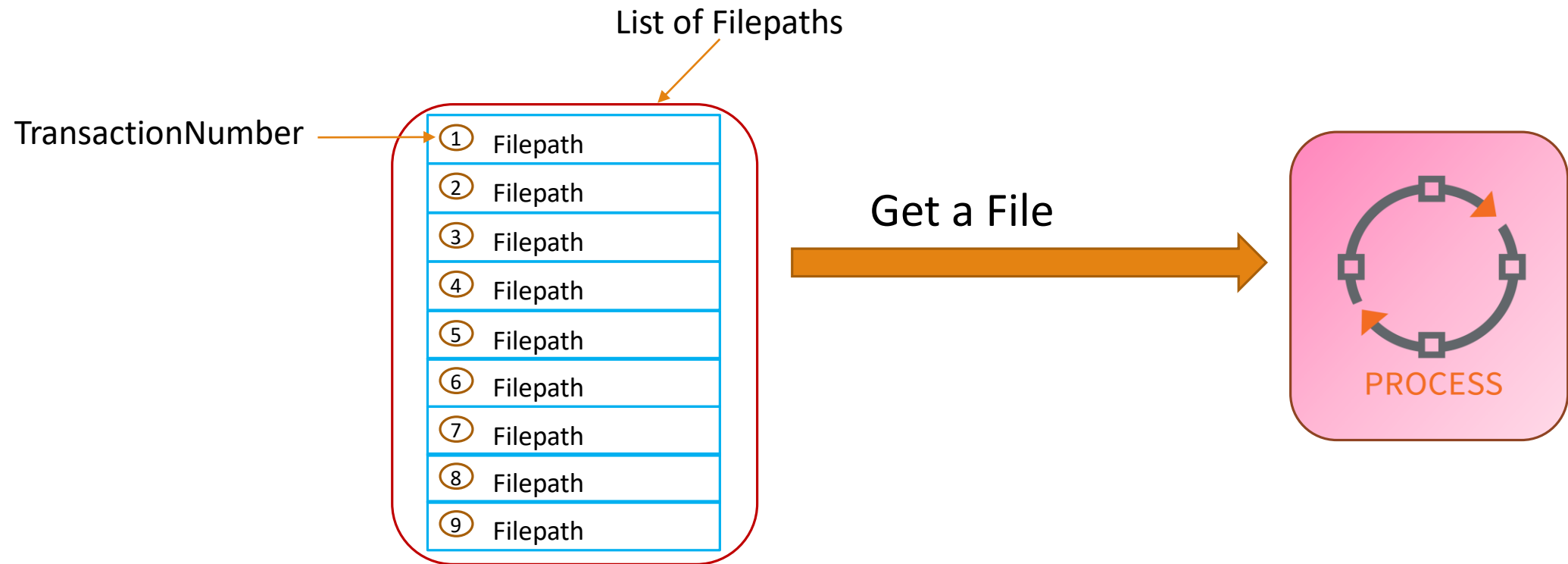
TransactionData must be type `String[]`, a string array.

TransactionItem must be type `String`.

Example: <https://github.com/erika-bot/Sample>



Example



Get Transaction Data

Get Transaction Data

Get a transaction item from a specified source (e.g., spreadsheets, databases, email, web API or Orchestrator).

If there are no transaction items remaining, out_TransactionItem is set to Nothing, which leads to the End Process state.

For cases in which there is only a single transaction (i.e., a linear process), check whether the argument in_TransactionNumber has the value 1 (meaning it's the first and only transaction) and assign the transaction item to out_TransactionItem. For any other value of in_TransactionNumber, out_TransactionItem should be set to Nothing.

If there are multiple transactions, use the argument in_TransactionNumber as an index to retrieve the correct transaction to be processed. If there are no more transactions left, it is necessary to set out_TransactionItem to Nothing, thus ending the process.

If transactionNumber <= transactiondata.count

Condition

in_TransactionNumber <= io_TransactionData.Count

Then

A*B Assign TransactionItem next

out_TransactionItem = io_TransactionData

Else

A*B Assign TransactionItem Nothing

out_TransactionItem = Nothing

This condition needs to be added to the Get Transaction Data workflow to assign the next TransactionItem. If there are no more items, out_TransactionItem should be set to Nothing.



GitHub

- Code hosting
- Version control
- Collaboration
- Easy to use with
UiPath Studio

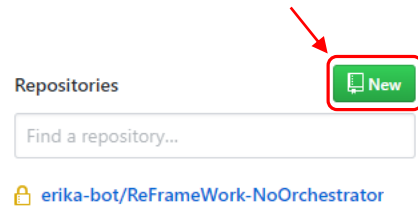
Getting started



1. Create a repository in GitHub
2. Clone the repository to local machine
3. Add new a project or add changes
4. Commit and push

<https://docs.uipath.com/studio/docs/managing-projects-git>

Create a repository in GitHub



When you do this, you will select the name of your organization. Not erika-bot.

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Owner: erika-bot Repository name *: RenameInvoices ✓

Great repository names are short and memorable. Need inspiration? How about [fluffy-parakeet](#)?

Description (optional)

☐ Public
Anyone can see this repository. You choose who can commit.

☒ Private
You choose who can see and commit to this repository.

Skip this step if you're importing an existing repository.

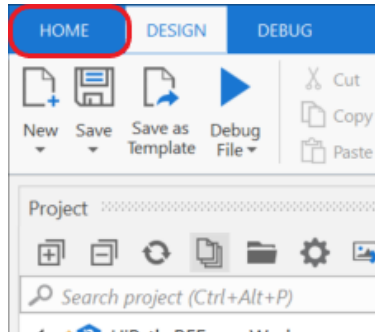
☒ Initialize this repository with a README
This will let you immediately clone the repository to your computer.

Add .gitignore: None | Add a license: None ⓘ

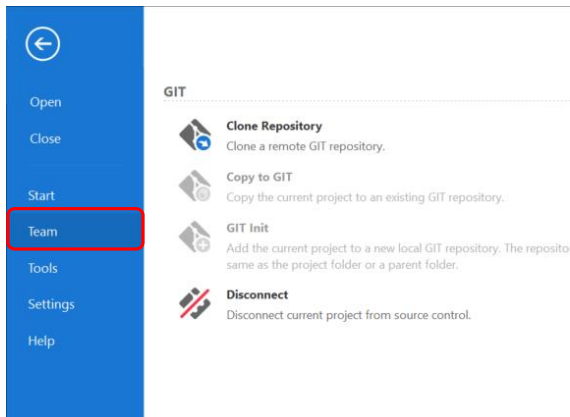
Create repository

Clone the repository to local machine

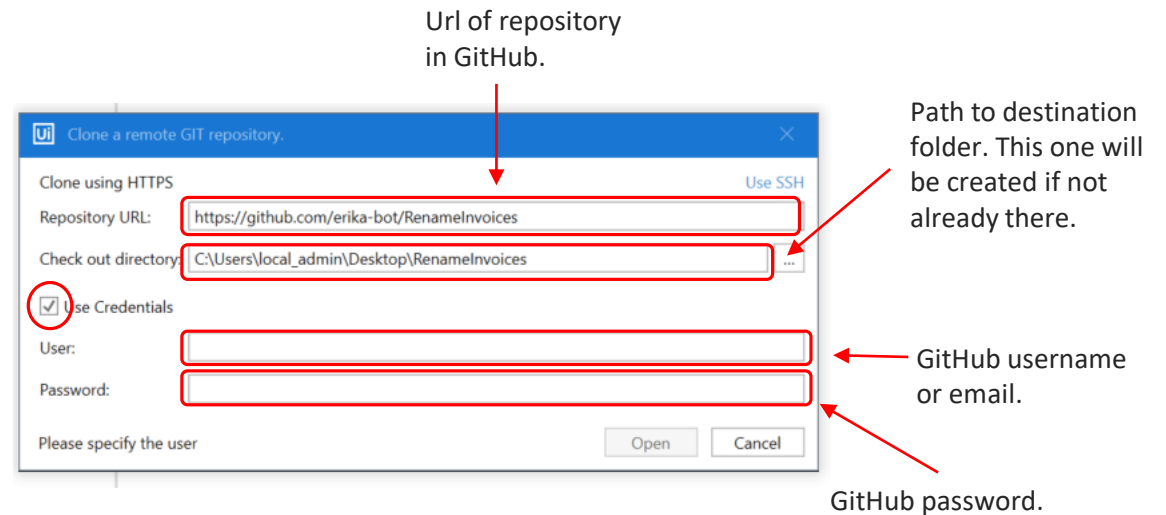
1



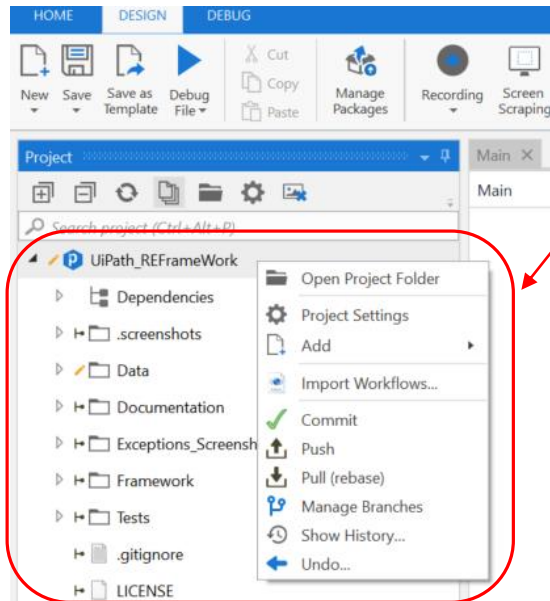
2



3



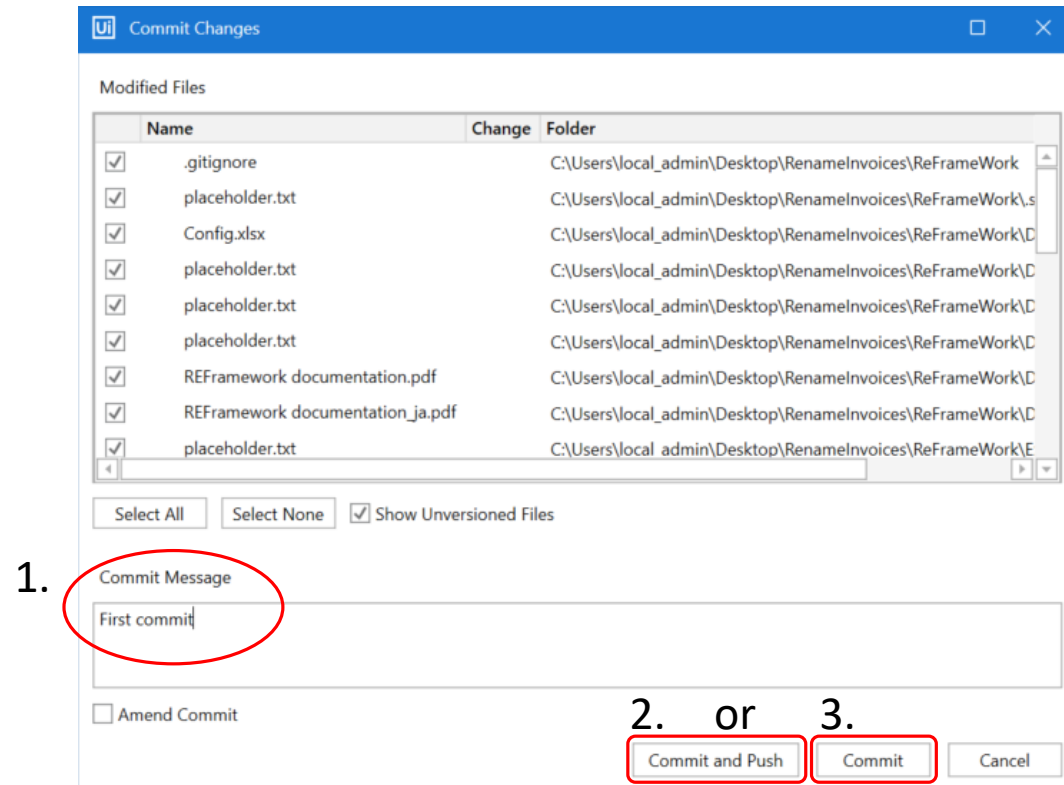
Git functions in UiPath



Right click on a folder or file in Project to see Git functions.

- Commit – Saves the changes you made to your local repository.
- Push – Syncs the remote repository to your local repository. You must commit before you push your changes.
- Pull – In case your copy is not up to date, you pull first, which syncs you local repository to the remote one.
- Undo – Restores your project to the last commit. All changes made after your last commit is removed.

Commit or commit and push



1. Enter a message that describes the changes that were made.
2. Commit and push will save the changes and sync the remote repository to the new version.
3. Commit will only save changes to your local repository and not save to GitHub repository.

More information

<https://rogerdudler.github.io/git-guide/>

<https://github.com/UiPath/ReFrameWork>