

Practice Exercise - Switch Activity

Objective

Build a workflow using **Switch** activity that asks the user about their eye color and display their personality in a message box.

- Ask the user for their eye color.
- If the user enters “Blue”, respond with “You must be very Brave!”
- If the user enters “Green”, respond with “You must be Generous!”
- If the user enters “Gray”, respond with “You must be very Wise!”
- If the user enters “Black”, respond with “You must be very Bold!”

Process Overview

- START
- Use an **Input Dialog** activity to get the eye color input of the user.
- Use a **Switch** activity to compare the input with four different cases – Blue, Green, Gray, and Black.
- Use **Message Box** activities to display the result of each case
 - For “Blue”, display “You must be Brave!”
 - For “Green”, display “You must be Generous!”
 - For “Gray”, display “You must be very Wise!”
 - For “Black”, display “You must be very Bold!”
- STOP

Step-by-Step Process

- Step 1:** Open UiPath Studio.
- Step 2:** Create a new process and name it as “Switch Activity”
- Step 3:** Drag a **Sequence** activity from the Activities panel and drop it in the Designer panel.

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- Step 4:** Name the **Sequence** activity as “Sequence – ‘Create a Robot that asks the user their eye color’”
- Step 5:** Right-click on the **Sequence** activity container and select *Annotations* from the context menu.
- Step 6:** Enter the annotation “This block of code is executed using Switch Activity.”
- Step 7:** Insert an **Input Dialog** activity, name it as “Input Dialog – ‘Question’”, Add an annotation “Question to User” and enter the values as shown below:

Title	Label
“Question”	“Enter the color of your eye:”

- Step 8:** In the Variables panel, create a variable for the above **Input Dialog** activity as shown below:

Name	Variable type	Scope	Default
EyeColor	String	Sequence – ‘Create a Robot that asks the user their eye color’	

- Step 9:** Go to the Properties panel of the **Input Dialog** activity and insert **EyeColor** in its Output property.
- Step 10:** Drag and drop a **Switch** activity below the **Input Dialog** activity, name it as “Switch - Eye Color” and Add an annotation “Switch activity compares the input with four different cases – Blue, Green, Gray, and Black.”
- Step 11:** In the Properties panel of the **Switch** activity, ensure that the TypeArgument property is **String**.
- Step 12:** In the Expression text area of the **Switch** activity, enter the variable **EyeColor**.
- Step 13:** In the Default section of the **Switch** activity, insert a **Message Box** activity and name it as “Message Box - Default”. Add an annotation: “Prints default message”
- Step 14:** In the text area of the **Message Box** activity, enter the text “Cannot recognize that color!”

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- Step 15:** Add a new case in the **Switch** activity by clicking ‘Add new case’ option available. Enter “Blue” in the text area of ‘Case value’.
- Step 16:** In the ‘Case Blue’ section, add a **Message Box** activity, and name it as “Message Box - Case Blue”. Add an annotation “Prints Case Blue message”, and in the text area enter “You must be very Brave!”
- Step 17:** Add a new case and enter “Green” in the ‘Case value’ text area.
- Step 18:** In the ‘Case Green’ section, add a **Message Box** activity, name it as “Message Box - Case Green”. Add an annotation “Prints Case Green message”, and in the text area, enter “You must be very Generous!”
- Step 19:** Add a new case and enter “Gray” in the ‘Case value’ text area.
- Step 20:** In the ‘Case Gray’ section, add a **Message Box** activity, name it as “Message Box - Case Gray”. Add an annotation “Prints Case Gray message”, and in the text area enter “You must be very Wise!”
- Step 21:** Add a new case and enter “Black” in the ‘Case value’ text area.
- Step 22:** In the ‘Case Black’ section, add a **Message Box** activity, and name it as “Message Box - Case Black”. Add an annotation “Prints Case Black message”.
- Step 23:** In the text area, enter “You must be very Bold!”
- Step 24:** Save and Run the project.