

Course 4 – Control Flow

Practice Exercise - If Activity

Objective

Build a workflow using an If activity, which asks a user whether the user will get the second Marshmallow or not.

- Ask the user, “Do you want to eat your first Marshmallow now or after 5 minutes?”
- If the user answers “Now”, respond with “Oops! You will not get the second Marshmallow.”
- If the user answers “After 5 minutes”, respond with “Congrats! You will also get the second Marshmallow.”
- If the answer is other than “Now” or “After 5 minutes”, respond with “Invalid Input”.

Process Overview

- START
- Use an **Input Dialog** activity to ask the user, “Do you want to eat your first Marshmallow now or after 5 minutes?”
- Store user response in a string variable.
- Use an **If** activity to check the user response
 - If the answer is “Now”, use a **Message Box** activity to display “Oops! You will not get the second Marshmallow.”
 - If the answer is “After 5 minutes”, use a **Message Box** activity to display “Congrats! You will also get the second Marshmallow.”
 - If the answer is other than “Now” or “After 5 minutes”, use a **Message Box** activity to display “Invalid Input”.
- STOP

Step-by-Step Process

Step 1: Open UiPath Studio.

Step 2: Create a new process and name it as “If Statement”.

Course 4 – Control Flow

- Step 3:** Drag a **Sequence** activity from the Activities panel and drop it in the Designer panel.
- Step 4:** Name the **Sequence** activity as “Sequence – ‘Marshmallow Game’”.
- Step 5:** Right-click on the **Sequence** activity container and select *Annotations* from the context menu.
- Step 6:** Enter the annotation “This code is to ask the user whether he wants a second Marshmallow.”
- Step 7:** Insert an **Input Dialog** activity within the **Sequence** activity and name it “Input Dialog – ‘Question’”. Enter the annotation “Question to User”.
- Step 8:** In the **Input Dialog** activity, enter values as shown below:

Title	Label
“Question”	“Do you want to eat your first Marshmallow? Choose among the following options: ” + Environment.NewLine + “1. Now” + Environment.NewLine + “2. After 5 minutes.”

- Step 9:** In the Variables panel, create a variable for the above **Input Dialog** activity as shown below:

Name	Variable type	Scope	Default
UserInput	String	Sequence – ‘Marshmallow Game’	

- Step 10:** Go to the Properties panel of the **Input Dialog** activity and insert **UserInput** in its Output property.
- Step 11:** Insert an **If** activity below the **Input Dialog** activity and name it as “If - To check if the user input is ‘Now’”. Enter annotation: “This activity judges the User Input whether it is "Now", "After 5 minutes", or "Invalid"”.
- Step 12:** In the condition input area of **If** activity, enter the expression: **UserInput = “Now”**.
- Step 13:** Insert a **Message Box** activity in the **Then** section of the **If** activity and name it “Message Box - Failed”. Enter annotation: “Prints Fail message”.

Course 4 – Control Flow

- Step 14:** In the **Message Box** activity, enter the text “Oops! You will not get the second Marshmallow.”
- Step 15:** Insert a second **If** activity, name it as “If - To check User input is 'After 5 minutes’”, add an annotation “Check whether the input contains ‘After 5 minutes’ or Invalid input” within the **Else** section of the first **If** activity.
- Step 16:** In the condition input area of the second **If** activity, enter the expression:
UserInput = “After 5 minutes”.
- Step 17:** Insert a **Message Box** activity in the **Then** section of the second **If** activity and name it “Message Box - Success”. Add an annotation: “Prints Success message”.
- Step 18:** In the **Message Box** activity, enter the text “Congrats! You will get the second Marshmallow.”
- Step 19:** Insert another **Message Box** activity in the **Else** section of the second **If** activity and name it “Message Box – Invalid Input”. Add an annotation: “Prints Invalid Input message”.
- Step 20:** In the **Message Box** activity, enter the text “Invalid Input.”
- Step 21:** Save and run the workflow.