

Lab 3: UiPath Variables

Lab Solutions

Lab solution(s) are present in `Solution\Lab03` folder.

Text Variables

To exemplify how you can work with text variables, we are going to create a project that asks for the user's name, stores it and displays only the first letter of his name in the **Output** panel.

1. Create a sequence.
2. Create two simple string variables, FullName and FirstLetter.

Name	Variable type	Scope	Default
FullName	String	Main	<i>Enter a VB expression</i>
FirstLetter	String	Main	<i>Enter a VB expression</i>

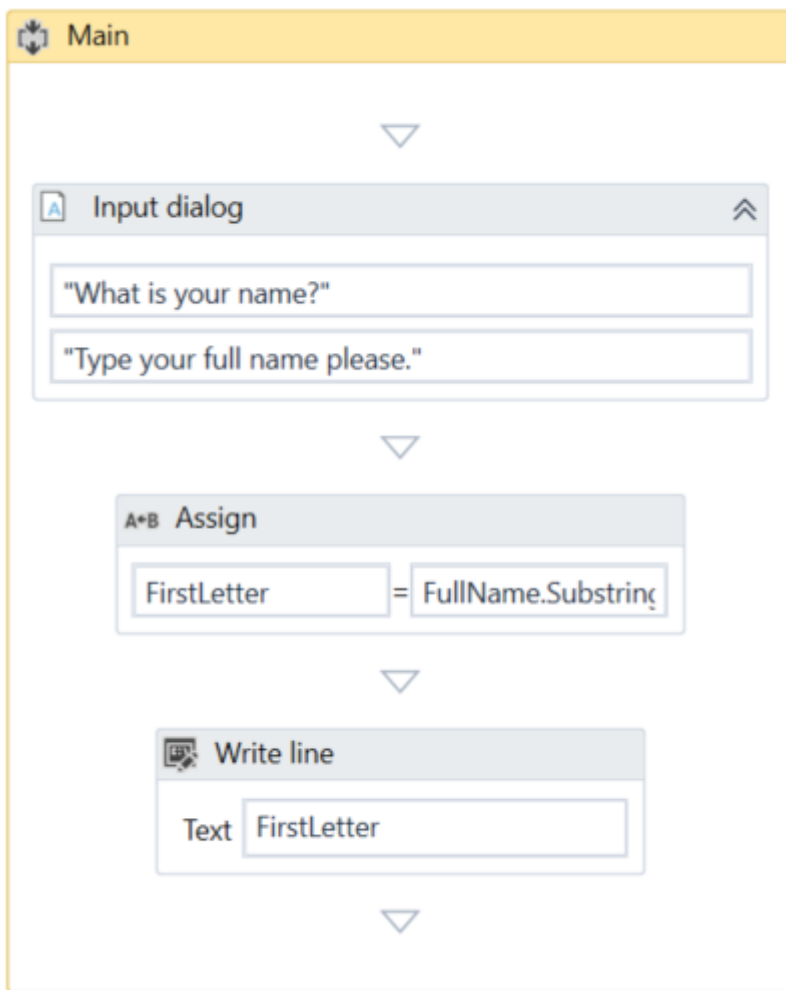
3. Add an **[Input Dialog]** activity to the **Designer** panel.
4. In the **Properties** panel, in the **Label** field, type "Type your full name please.".
5. In the **Title** field, type "What is your name?".
6. In the **Result** field, add the FullName variable. This variable stores whatever the user writes when prompted with the **Input Dialog** activity.
7. Add an **[Assign]** activity under the **Input Dialog** one.
8. In the **Properties** panel, in the **To** field, add the FirstLetter variable.
9. In the **Value** field, type 1). The FirstLetter variable is assigned the new value created by the FullName.Substring(0,1) expression.

*Note: This field uses the Substring() function to find the first character from the string added by the user in the **Input Dialog**.*

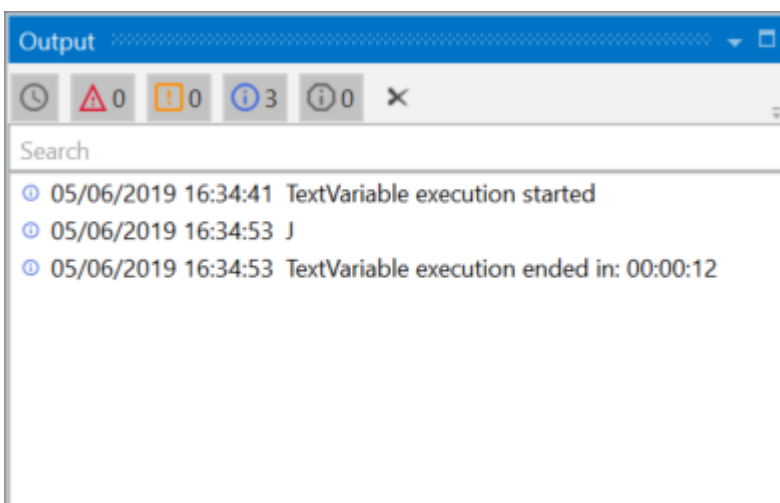
10. Add a **[Write Line]** activity under the **Assign** one.

11. In the **Properties** panel, in the **Text** field, enter the

FirstLetter variable. This means that the **Output** panel is going to display the first letter of what the user wrote in the **Input Dialog**. The project should look as in the following screenshot.



12. Press F5. The **What is your name?** window is displayed.
13. Type your name in the text field and click **OK**. In **UiPath Studio**, in the **Output** panel, note that the first letter of your name is displayed.



True or False Variables

The true or false variable, also known as boolean, is a type of variable that only has two possible values, true or false. These variables enable you to make decisions, and thus have a better control over your flow.

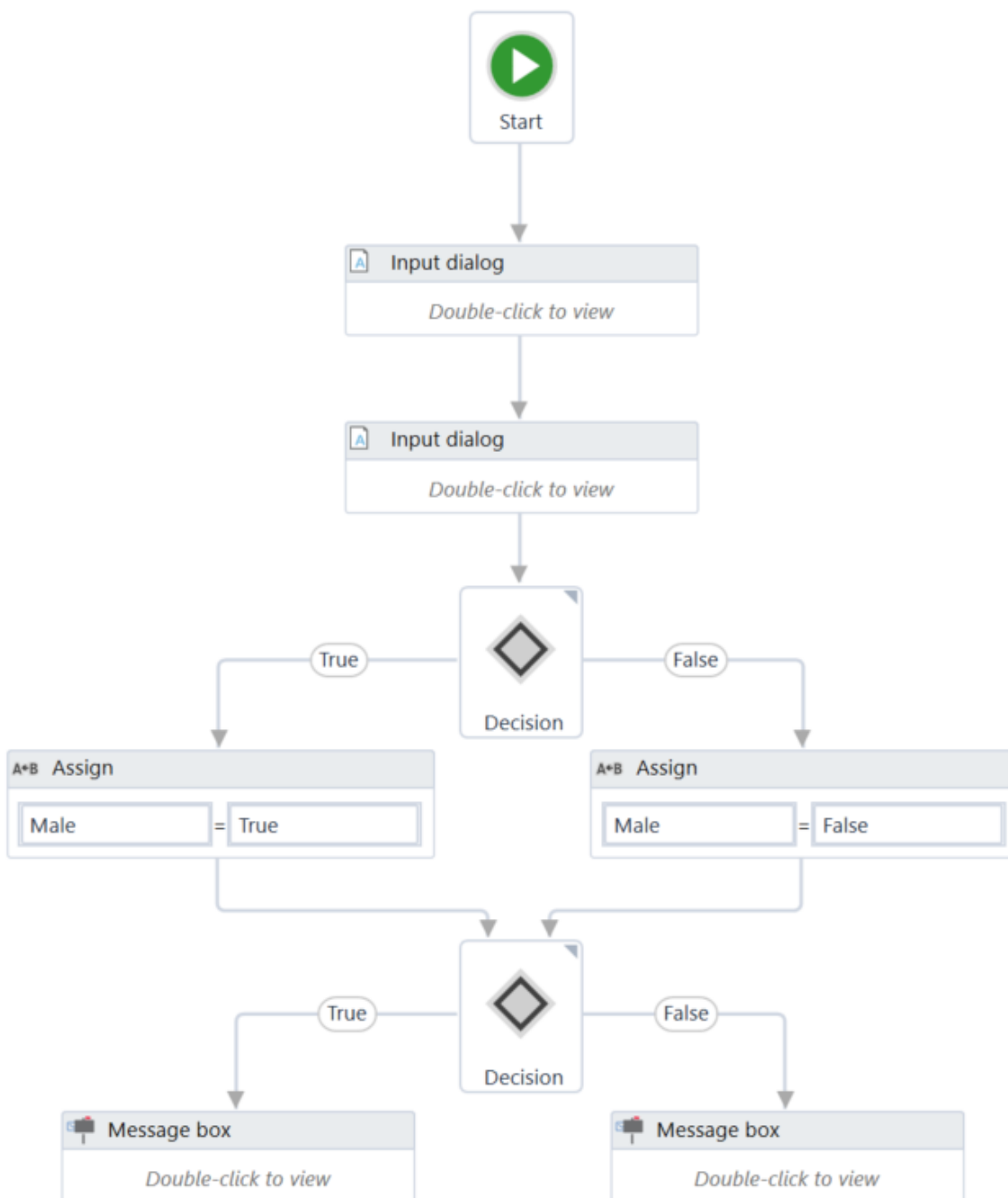
To exemplify how you can work with true or false variables, we are going to create an automation that asks the user for his name and gender, and displays the results in another window.

1. Create a new process and add a [Flowchart](#).
2. Create two string variables, Name and Gender. The first is going to be used to store the name of the user, and the second to store the user's gender.
3. Create a boolean variable, Male. This variable is going to be used to verify if the user is a male.

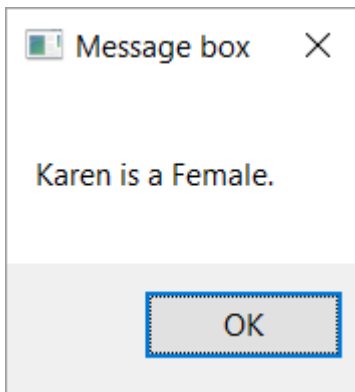
Name	Variable type	Scope	Default
Name	String	Main	<i>Enter a VB expression</i>
Gender	String	Main	<i>Enter a VB expression</i>
Male	Boolean	Main	<i>Enter a VB expression</i>

4. Add an **[Input Dialog]** activity to the **Designer** panel and connect it to the **Start** node.
5. In the **Properties** panel, in the **Label** field type "What is your name?".
6. Add a title and, in the **Result** field, add the Name variable.
7. Add another **Input Dialog** activity and connect it to the previous one.
8. In the **Properties** panel, in the **Label** field, type "What is your gender?".
9. Add a title and, in the **Result** field, add the Gender variable.
10. Add a **[Flow Decision]** activity to the **Designer** panel, and connect it to the second **Input Dialog**.
11. In the **Properties** panel, in the **Condition** field, type
Gender = "Male" or Gender = "male". This activity checks if the user is a male or female.
12. Add two **[Assign]** activities.
13. Connect one to the **True** branch of the **Flow Decision** activity.
14. In the **Properties** panel, in the **To** field enter the
Male variable.
15. In the **Value** field, type **True**. This assigns the **True** value to the Male variable when the Gender = "Male" or Gender = "male" condition is met.
16. Connect the second **Assign** activity to the **False** branch of the **Flow Decision**.
17. In the **Properties** panel, in the **To** field, enter the
Male variable.
18. In the **Value** field, type **False**. This assigns the **False** value to the Male variable when the Gender = "Male" or Gender = "male" condition is not met.

19. Add a new **Flow Decision** and connect the previously added **Assign** activities to it.
20. In the **Properties** panel, in the **Condition** field, type
Male = True.
21. Add a **[Message Box]** activity and connect it to the **True** branch of the **Flow Decision**.
22. In the **Properties** panel, in the **Text** field, type
Name + " is a " + Gender + ".". This message displays the name of the user and its gender, if Male is true.
23. Add another **Message Box** activity and connect it to the **False** branch of the **Flow Decision**.
24. In the **Properties** panel, in the **Text** field, type
Name + " is a " + Gender + ".". This message displays the name of the user and its gender, if Male is false.
The final project should look like in the following screenshot.



25. Press F5. The automation is executed. Note that the final **Message Box** displays the message as expected.



Number Variables

Number variables are also known as integer or Int32, and are used to store numeric information. They can be used to perform equations or comparisons, pass important data and many others.

Example of Using a Number Variable

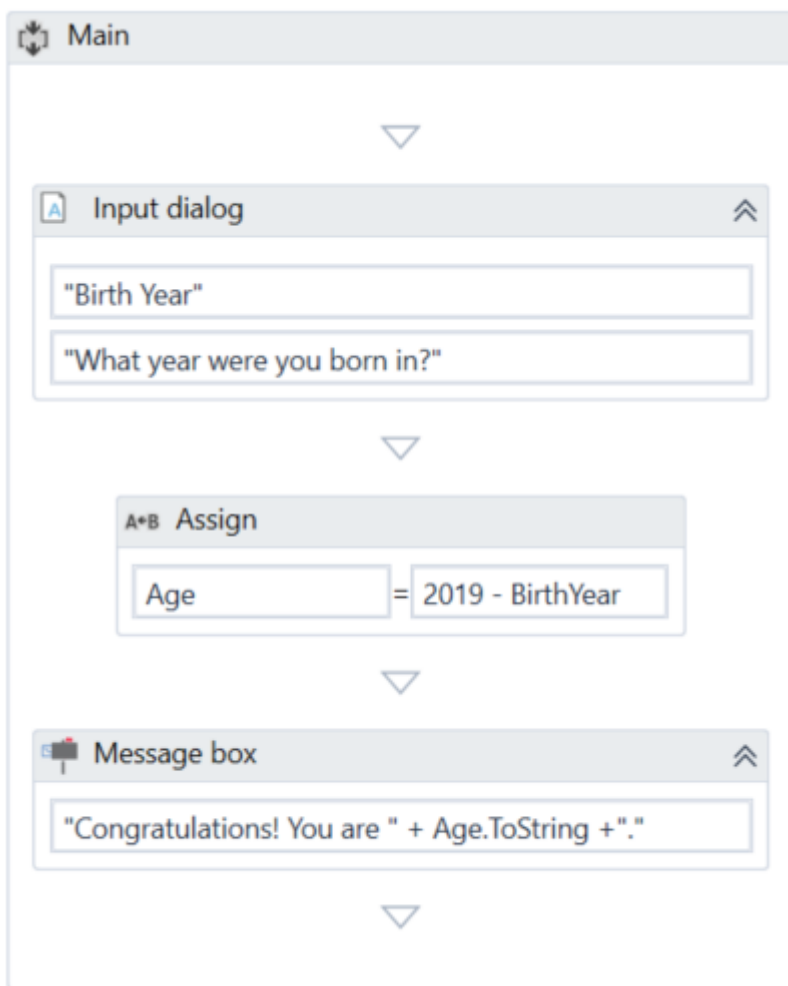
To exemplify how you can work with number variables, we are going to create an automation that asks the user for the year in which he or she was born and displays the age in a window.

1. Create a new sequence.
2. Create two Int32 variables, BirthYear and Age. The first stores the user's birth year and the second, the user's age.
3. Add an **[Input Dialog]** activity to the sequence.
4. In the **Properties** window, type an appropriate title and label.
5. In the **Result** field, add the BirthYear variable.
6. Add an **[Assign]** activity under the **Input Dialog**.
7. In the **Properties** panel, in the **To** field, add the Age variable.
8. In the **Value** field, type $2023 - \text{BirthYear}$. This assigns the value of the subtraction (2023 minus the user's birth year) to the Age variable.
9. Add a **[Message Box]** activity under the **Assign** one.
10. In the **Properties** panel, in the **Text** field, type `"Congratulations! You are " + Age.ToString + "."`.

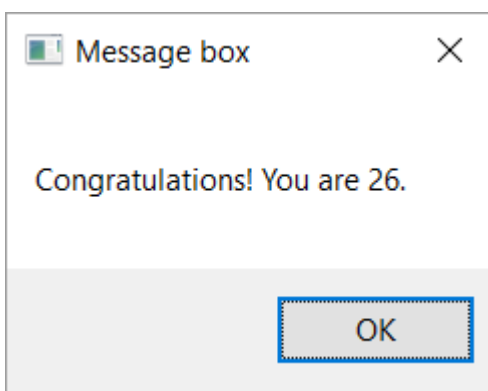
Note:

The .ToString method converts the integer stored in the Age variable to a string and displays it as such.

The final project should look as in the following screenshot.



11. Press F5. The automation is executed. Note that the **Message Box** displays your age, as expected.



GenericValue Variables

Let's us create an automation that performs different operations whose results depend on the way we define their expressions. We create two GenericValue variables of different data types and display the results in the **Output** panel.

1. Create a new blank project.
2. Create three GenericValue variables: Int, Str, and Result.
3. In the **Default** column for the , and for the Str variable, type "34". The first variable is interpreted as an integer, while the second one is interpreted as a string.

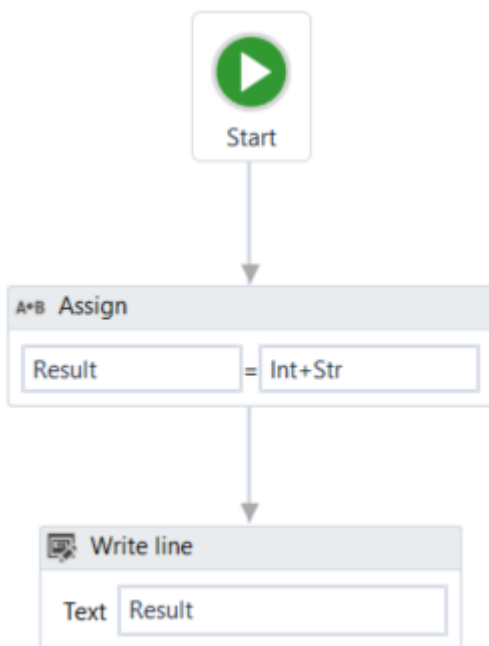
Name	Variable type	Scope	Default
Int	GenericValue	Flowchart	12
Str	GenericValue	Flowchart	"34"
Result	GenericValue	Flowchart	Enter a VB expression

Create Variable

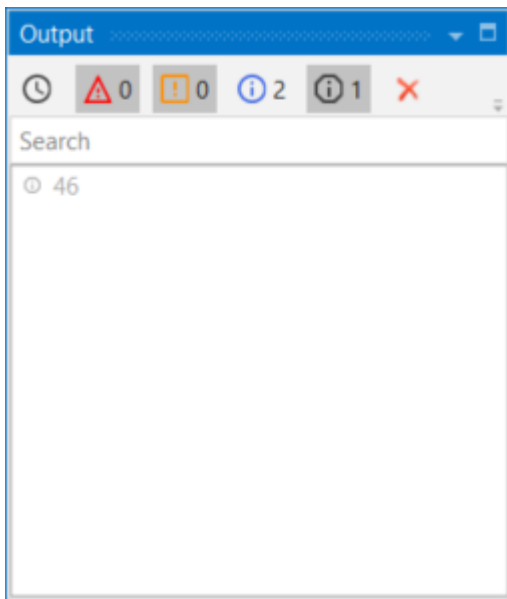
Variables Arguments Imports

100%

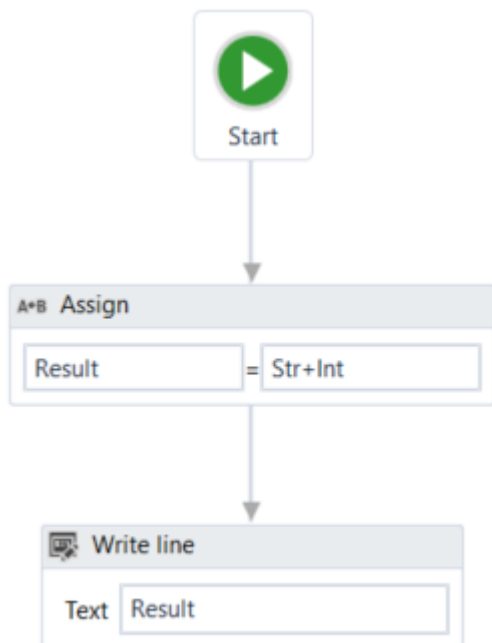
4. Add an **[Assign]** activity to the **Designer** panel and connect it to the **Start** node.
 5. In the **Properties** panel, in the **To** field, enter the Result variable.
 6. In the **Value** field, type Int + Str.
 7. Add a **[Write Line]** activity and connect it to the **Assign** one.
 8. In the **Properties** panel, in the **Text** field, enter the Result variable.
- The project should look as in the following screenshot.



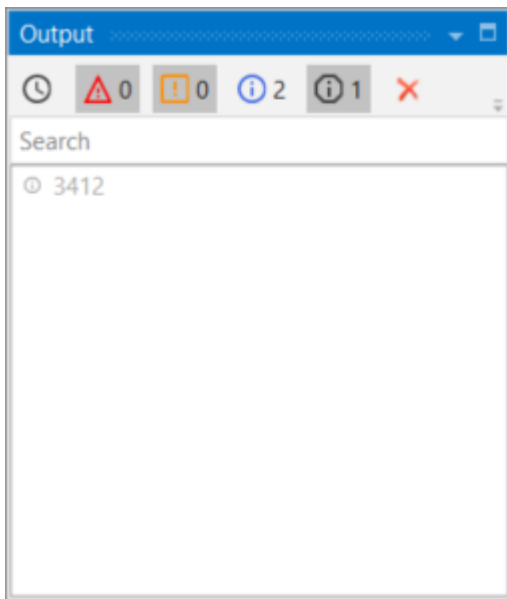
9. Press F5 to execute your automation. Note that, in the **Output** panel, the sum of the two numbers is displayed.



10. Go back to the previously added **[Assign]** activity and change the **Value** field to Str + Int, to reverse the order of the variables. The project should look as in the following screenshot.



11. Press F5 to execute your automation. Note that, in the **Output** panel, the concatenation of the two numbers is displayed.



This means that UiPath Studio takes the first element defined in your expression as a guideline for what operation to perform. If the first element in your expression is an integer or a GenericValue variable filled in as integer, UiPath Studio will perform the sum of the elements.

If the first element in your expression is a string or a GenericValue variable filled in as string, UiPath Studio will perform the concatenation of the elements.