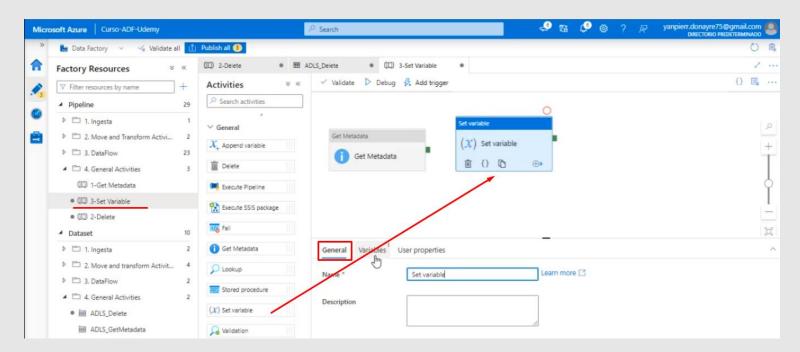
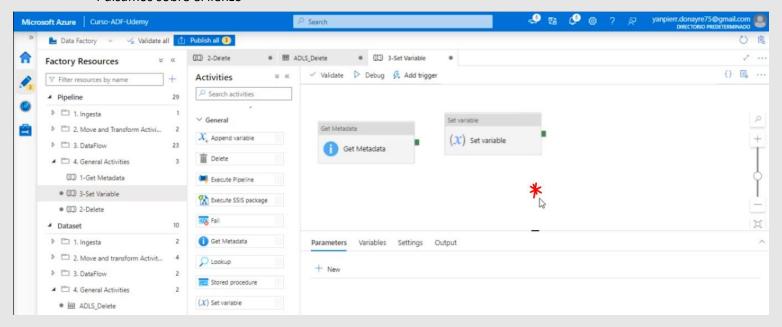
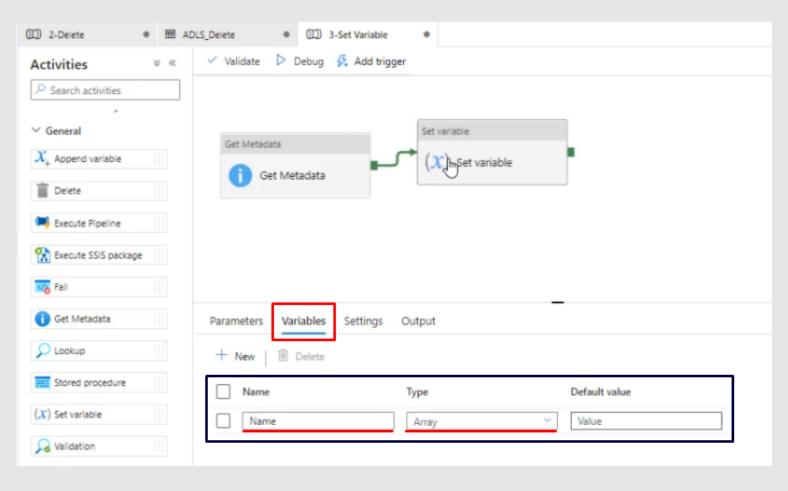
Activities Set variable

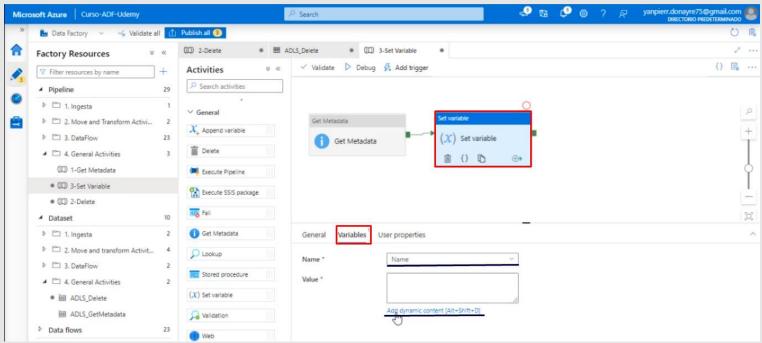
Vamos a utilizar el desarrollo realizado en el capitulo "1-Get Metadata" y agregaremos una actividad Set Variable.

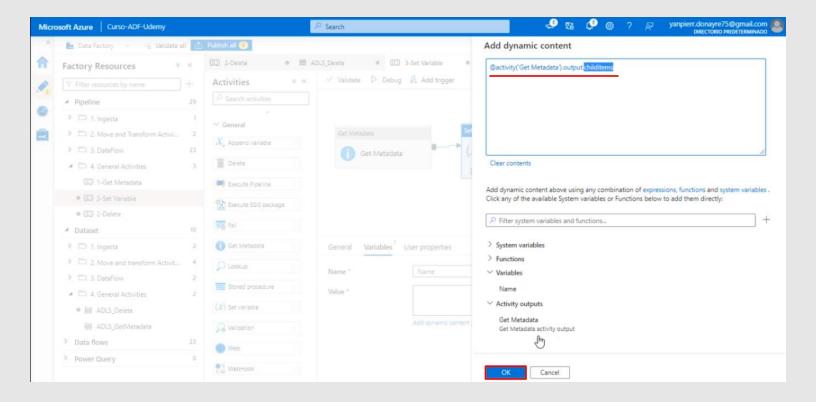


Pulsamos sobre el lienzo

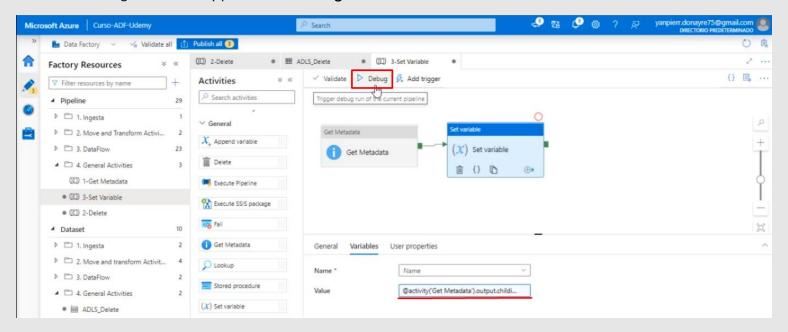


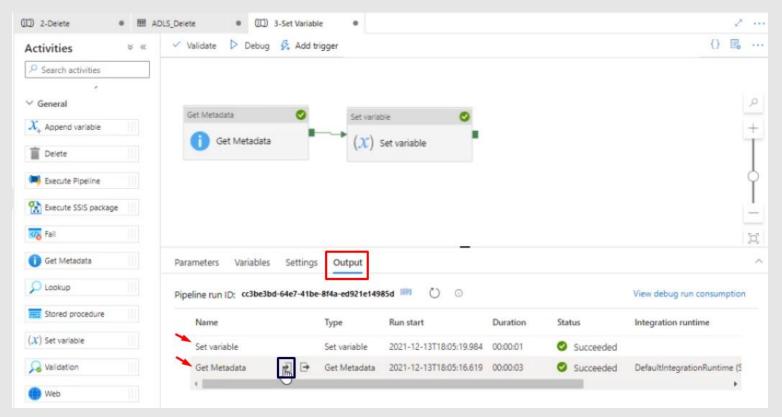




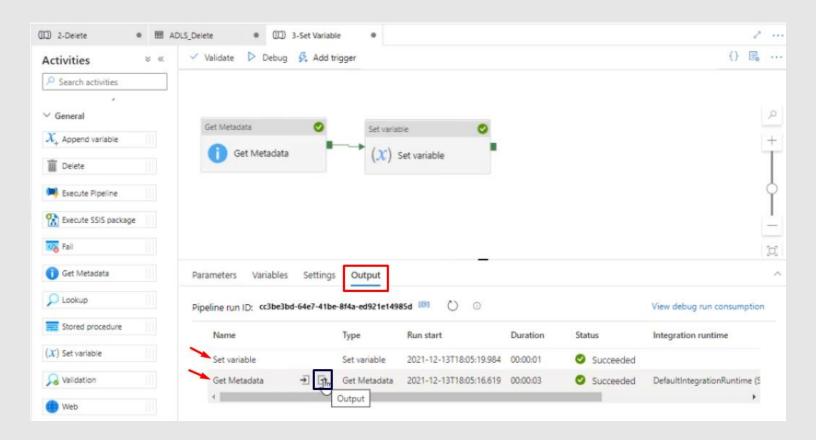


Luego Validamos y pulsamos en Debug.



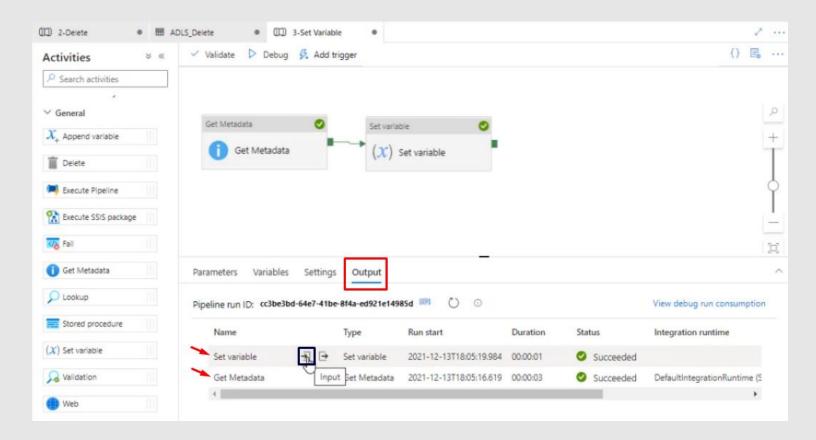






En "childItems" vamos a ver todo lo que contiene la carpeta





El Input nos muestra el nombre de la variable y su valor, es decir, el valor de childItems

```
Input

{
    "variableName": "Name",
    "value": [
        "name": "DataSetMovie1.csv",
        "type": "File"
        "name": "DataSetMovie2.txt",
        "type": "File"
        "name": "SubCarpeta",
        "we": "Folder"
    }
}
```

Y para el **Output** obtenemos los valores de **childItems**:

