



VIT[®]

Vellore Institute of Technology

(Deemed to be University under section 3 of UGC Act, 1956)

Programme	:	B.Tech	Semester	:	Fall 22-23
Course	:	Robotic Process Automation LAB	Code	:	CSE2023
Faculty	:	Sakthivel V	Slot	:	L29+L30

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Reg Num: 20BRS1208

Assessment 1

Exercise 1 : Debugging Selectors

Aim

To replace double spaces with single spaces from a text stored in multiple Notepad files with different names.

Process Overview

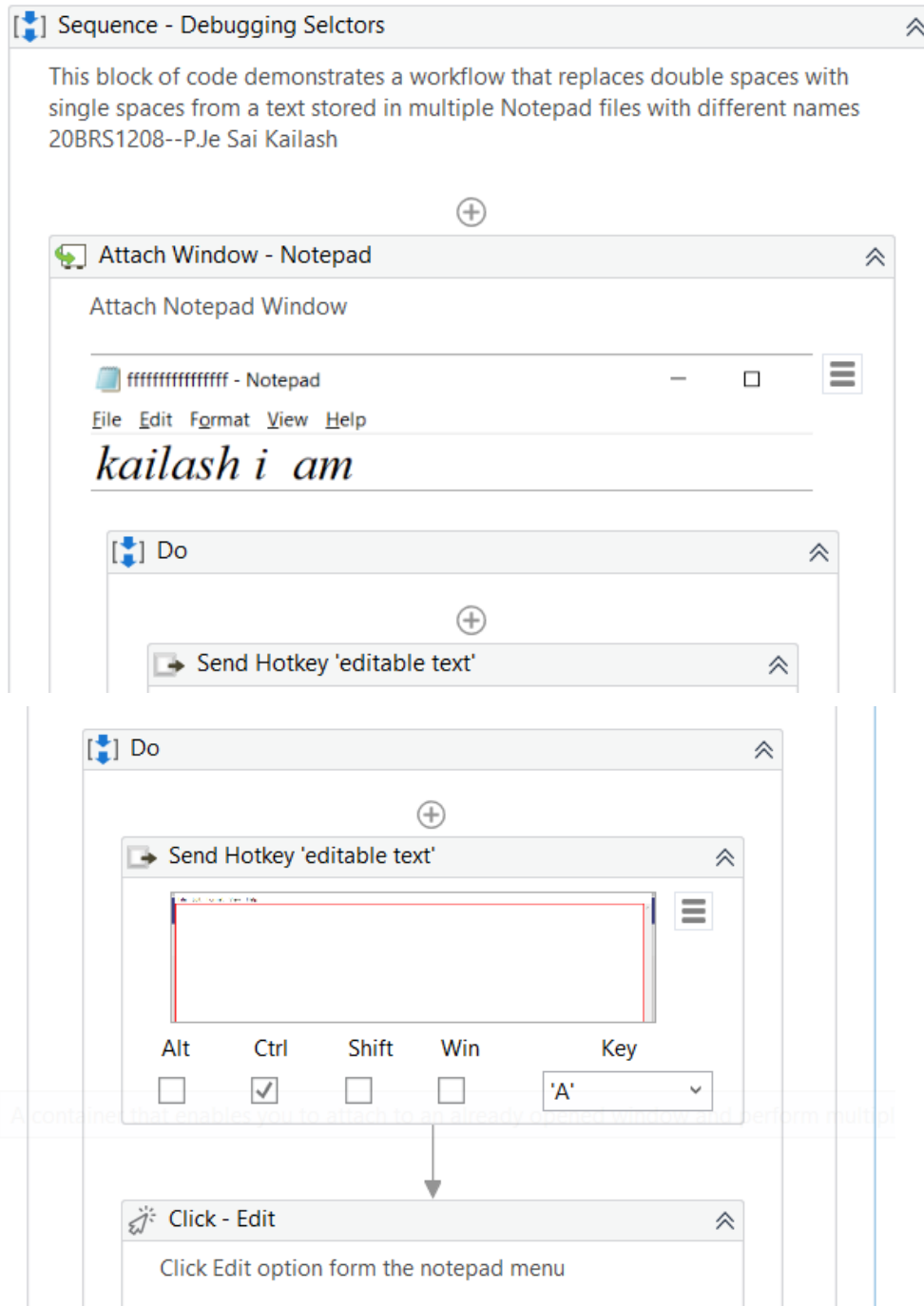
1. Start the sequence.
2. Use a “use application or sequence” to indicate a notepad file (notepad_123421).
3. Now use the “click” activity to indicate the replace option within the edit option from the notepad.
4. Now use the “type into” activity to enter double space in the find text box and use another “type into” activity to enter a single place in the replace with text box.
5. Use another “click” button to click the replace all button and run the program.

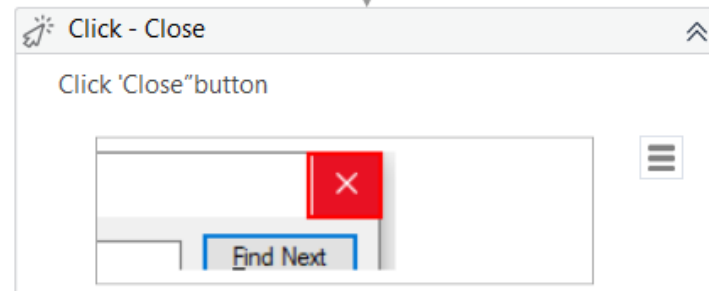
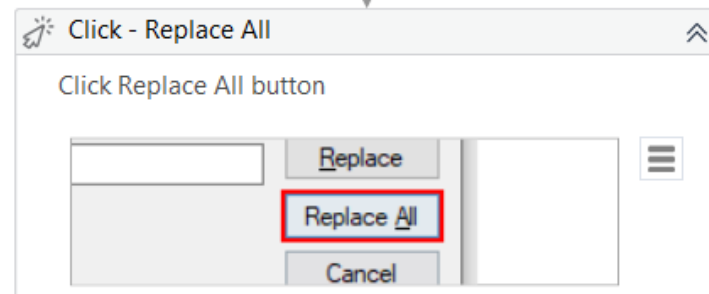
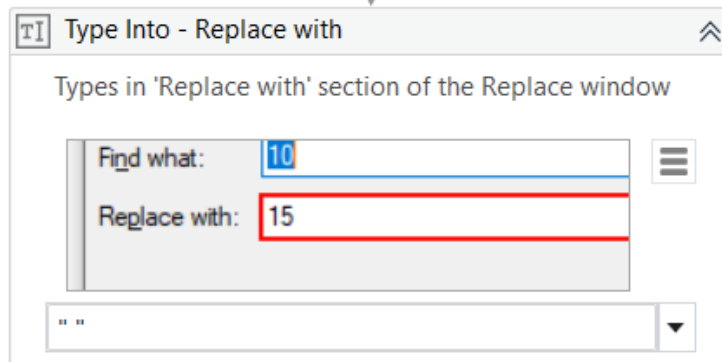
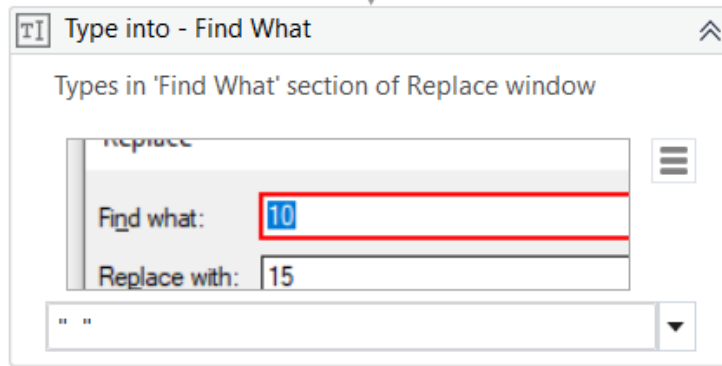
Procedure

1. Open UiPath.
2. Now in the workflow of the UiPath, drag and drop a sequence.
3. Manually open a notepad file "file_123421.txt" and enter a sentence that has double spaces between words.
4. Insert a "use application/browser" activity in the sequence.
5. Click on "indicate element on screen" in the activity and select the notepad window.
6. Add a click activity under the use application/browser activity.
7. Click on "indicate element on screen" and select the edit option in the notepad window.
8. Add another click activity under the previous click activity.
9. Click on indicate element on screen and press the F2 button to cause a delay, now manually click edit option.
10. Now click the replace button and confirm the selection.
11. Now insert a type into activity under the click activity. Select the indicated element on screen and select the text box and confirm the selection.
12. In the text area of the type into activity, enter double space within double quotes.
13. Now insert a shortcut key and indicate it to the notepad window. Record a new shortcut "CTRL + A".
14. Now insert another type into activity and indicate it to the replace with text box and confirm the selection.
15. In the text area of the type activity, enter a single space within double quotes.
16. Now insert a click activity and indicate it to the replace all button in the replace window and confirm the selection.
17. Now insert another click activity and indicate it to the close button in the replace window.
18. Save and run the workflow to remove all the double spaces in the file "file_123421.txt".
19. Now close the current file and open another notepad file "file_43153.txt" that also contains sentences with double spaces between words.

20. Rename the path in the first application/browser to the new notepad file and rerun the file.

Activity Box





Output

File Edit Format View Help
kailash i am

Replace

Find what:

Replace with:

☐ Match case

Find Next

Replace

Replace All

Cancel

File Edit Format View Help
kailash i am

Exercise 2 : If Activity

Aim

Create a sequence to use the If Activity

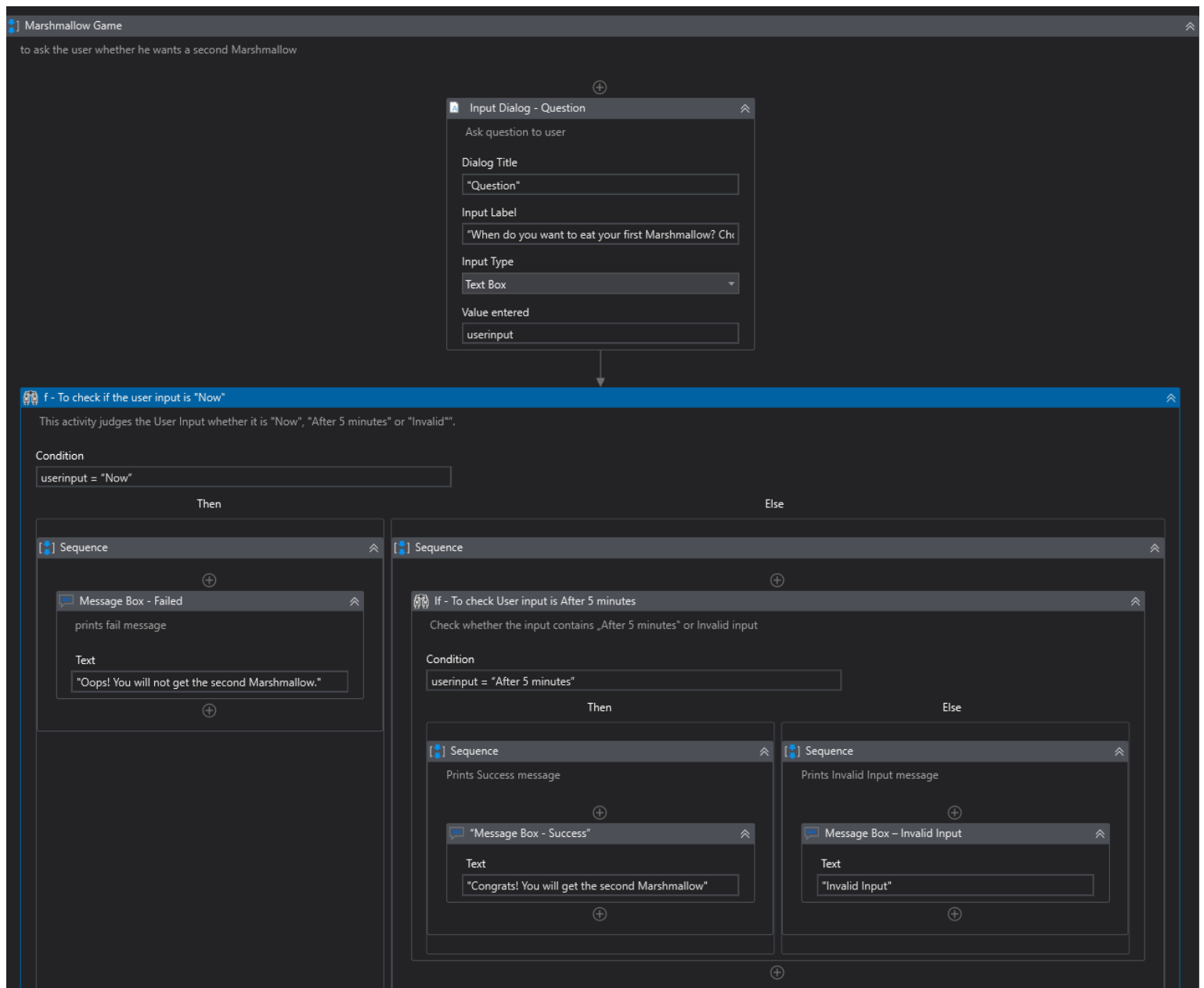
Process Overview

1. Create and name the sequence activity
2. Add a comment as well as an annotation to the sequence activity created.
3. Use an input dialog box to ask the user the question along with the options.
4. Store the user's response in a string variable.
5. Use an if activity to check the response of the user and accordingly use a message box to display the appropriate message.

Procedure

1. Open UiPath.
2. Add a sequence in the workflow of UiPath.
3. In the sequence, add an input dialog box.
4. In the dialog title box enter "Question" and in the Input label text box enter the following text: " when do you want to eat your marshmallow? Choose from the following options: " + Environment.NewLine + "1.Now" + Environment.NewLine + "2. After 5 mins"
5. Add a variable to store the input given by the user. Name the variable as "UserInput"
6. In the value entered text box of the input dialog enter the variable name.
7. Now add an if activity after the input dialog. In the condition text box enter - UserInput = "Now".
8. In the then section of the if activity, add a message box activity. The text that should be displayed is "Oops! You will not get the Marshmallow"
9. Now add another if activity below the previous if activity and enter the condition in the condition text box - UserInput = "After 5 minutes"
10. In the then section of this if activity, add a message box which should display "Congrats! You will get the marshmallow".
11. Add an else section in this activity itself and in the else section add a message box that would display "Invalid input"
12. Save, debug and run the sequence.

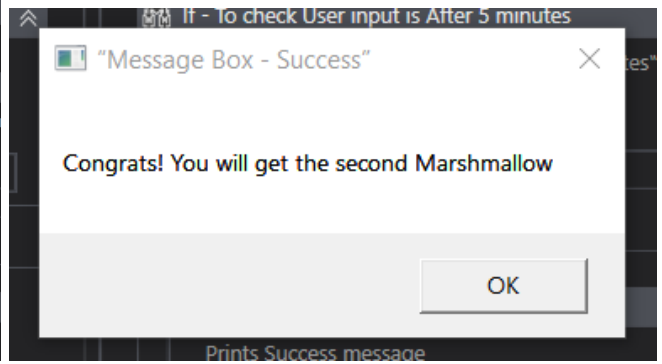
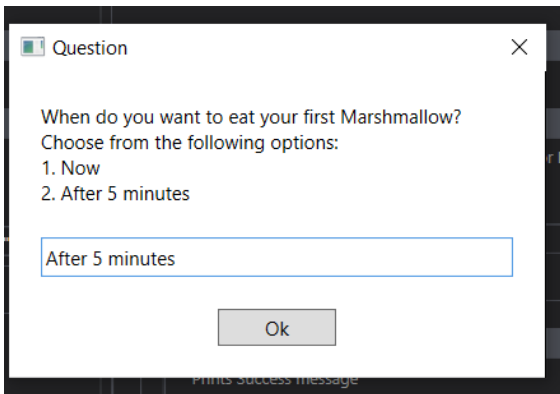
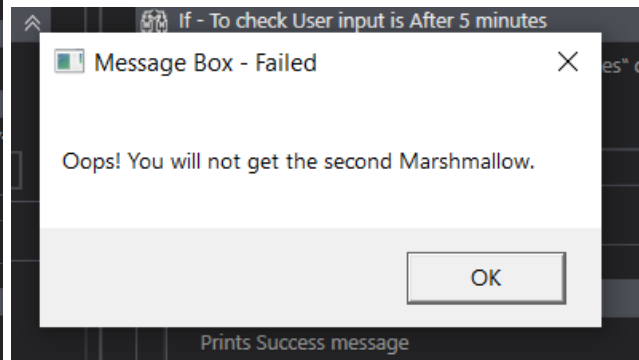
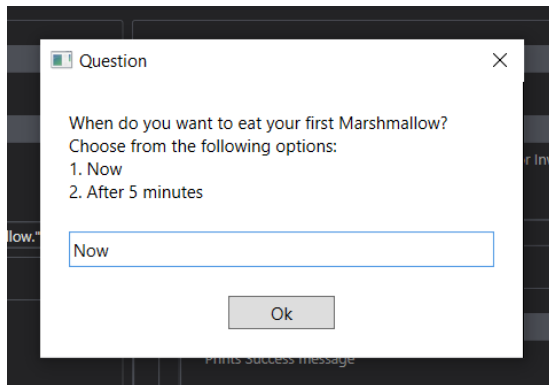
Activity Box



Variables Used

Name	Variable type	Scope	Default
userinput	String	Marshmallow Game	Enter a VB expression

Output



Exercise 3 : Switch Activity

Aim

Create a sequence to use the Switch Activity

Process Overview

1. Start the process.
2. Use an input dialog box to get the color of the user's eyes from multiple choices.
3. Then add a switch case activity and use a message box to display the appropriate message for each of the cases.
4. Stop the process.

Procedure

1. Open UiPath.
2. In the workflow section, add a sequence.
3. Add an input dialog box in the sequence.
4. In the dialog title text box enter "Question".
5. In the input label text box of the input dialog activity enter "Choose the colour of your eyes."
6. In the input options of the input dialog, select multiple choice and give the input options as "Blue;Green;Gray;Black;Other"
7. Now add a variable and store it as EyeColor and use that as a variable to store the input given through the input dialog box.
8. Add a switch activity below the input dialog activity.
9. In the default section of the switch activity, insert a message box that would display the text "can't recognize that color!".
10. Add a new case by clicking the 'add new case' option and enter "Blue" as the case value.
11. Now insert a message box in this 'case Blue' section that would display "You must be brave!"
12. Add another case "Green" and insert a message box in this case section which would display "You must be very Generous!"
13. Add another case "Gray" and insert a message box in this case section which would display "You must be very Wise!"
14. Add another case "Black" and insert a message box in this case section which would display "You must be very Bold!"
15. Add another case "Other" and insert a message box in this case section which would display "You must be very Unique!"
16. End the process.

Activity Box

[+] Create a Robot that asks user their eye color

This block of code is executed using Switch Activity.

Question

Question to User

Dialog Title

"Question"

Input Label

"Choose the color of your eye"

Input Type

Multiple Choice

Input options (separate with ;)

"Blue;Green;Gray;Black;Other"

Value entered

EyeColor

↓

Switch - Eye Color

Switch activity compares input with four different cases –Blue, Green, Gray, and Black.

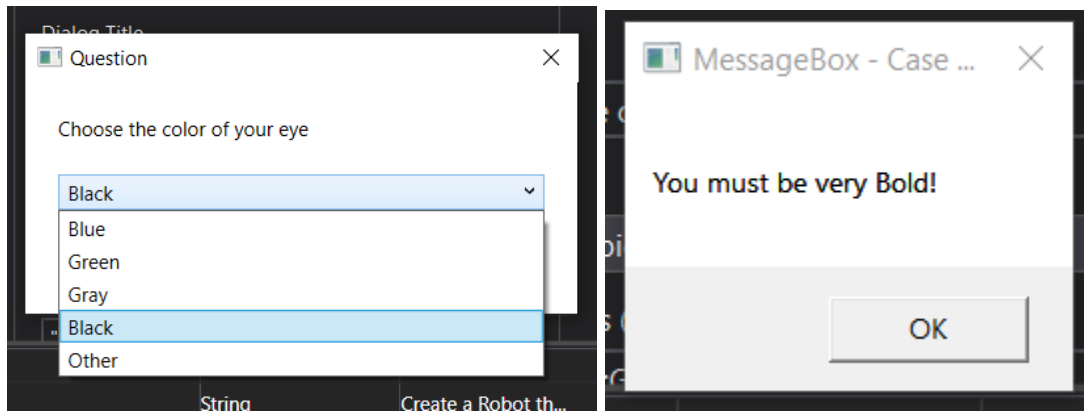
Expression EyeColor

Default	Message Box - Default
Case Blue	MessageBox - Case Blue
Case Green	MessageBox - Case Green
Case Gray	MessageBox - Case Gray
Case Black	MessageBox - Case Black
Case Other	MessageBox - Other
Add new case	

Variables Used

Name	Variable type	Scope	Default
EyeColor	String	Create a Robot th...	Enter a VB expression

Output



Exercise 4 : Do While Activity

Aim

Create a sequence to use the Do While Activity

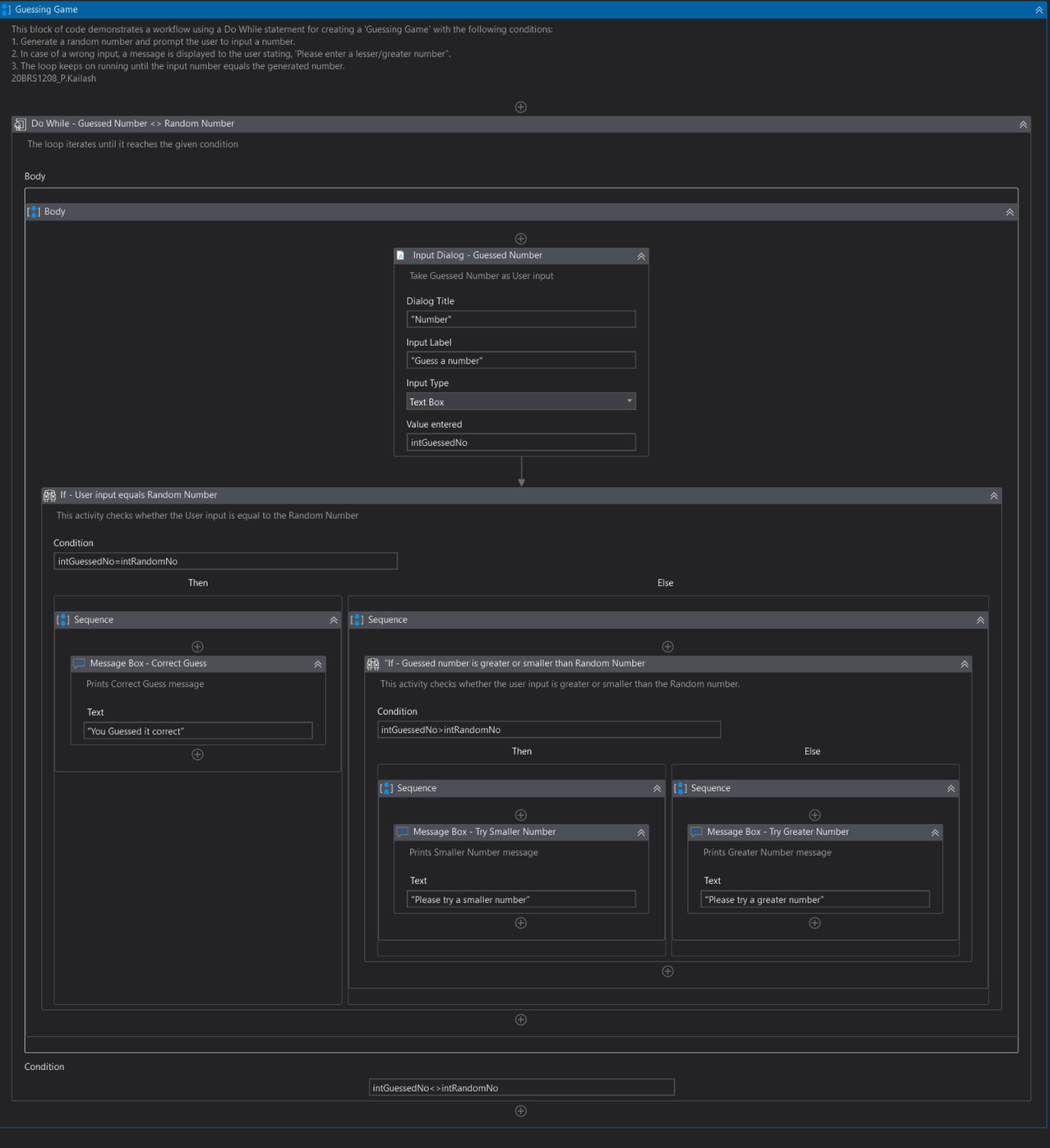
Process Overview

1. Start the process.
2. Use an input dialog activity within a do while activity to get the guessed number from the user.
3. For the do while activity set the required condition
4. Use a message box to display "you guessed it correct" for the correct match.
5. Use an if activity within the Do While activity to check if the guessed number is equal to the actual number.
6. If correct, use a message box to display "you guessed it correct".
7. Use another if activity to display smaller else greater.
8. End the process.

Procedure

1. Open UiPath.
2. In the workflow section, add a sequence.
3. Add an input dialog box in the sequence.
4. Now add two variables that needs to be used in the sequence.
5. Name the first variable as "intRandomNo" with type Int32 and set the default value as 25.
6. Name the second variable as "intGuessedNo" with type Int32 and add a do while activity within the sequence.
7. Set its condition as "intGuessedNo <> intRandomNo"
8. Now insert an input dialog activity within the do while.
9. In the dialog title text box enter "number" and in the input label text box enter "guess a number"
10. Give the variable where the input has to be stored as "intGuessedNo"
11. Now insert an if activity below the input dialog activity. Enter the condition intGuessedNo = intRandomNo.
12. Then if the condition matches , a message box would be displayed with text "you guessed it correct".
13. Now insert another if activity below the previous if activity and enter the condition "intGuessedNo > intRandomNo"
14. In the then section, add a message box that would display "please try a smaller number."
15. In the else section , add a message box that would display "please try a greater number".
16. End the process.

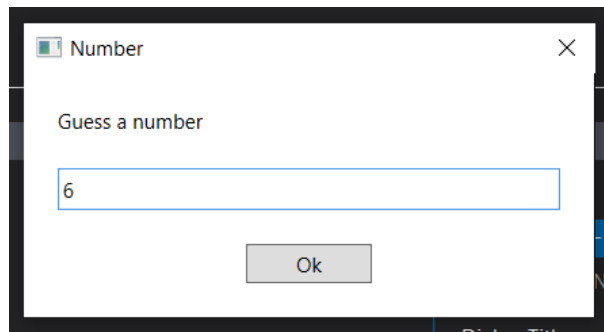
Activity Box



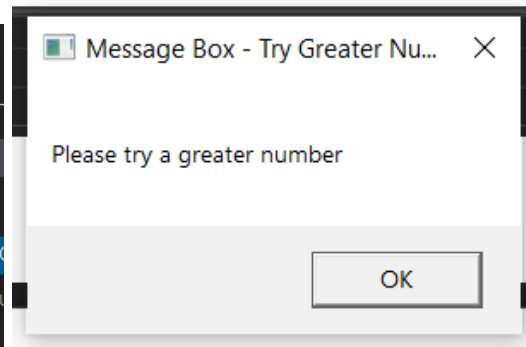
Variables Used

Name	Variable type	Scope	Default
intRandomNo	Int32	Guessing Game	25
intGuessedNo	Int32	Guessing Game	Enter a VB expression

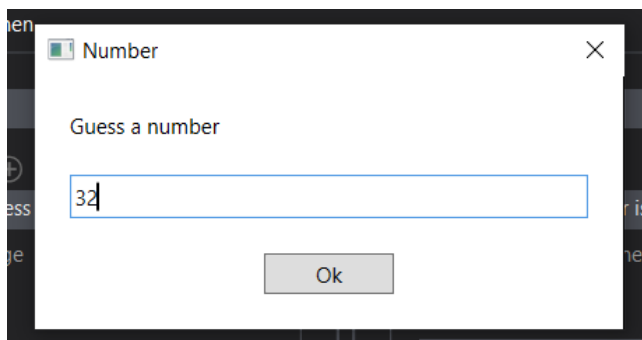
Output



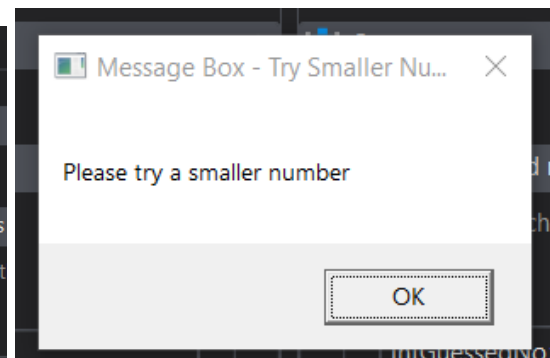
A dialog box titled "Number" with a close button (X) in the top right corner. It contains the text "Guess a number" and a text input field with the value "6". Below the input field is an "Ok" button.



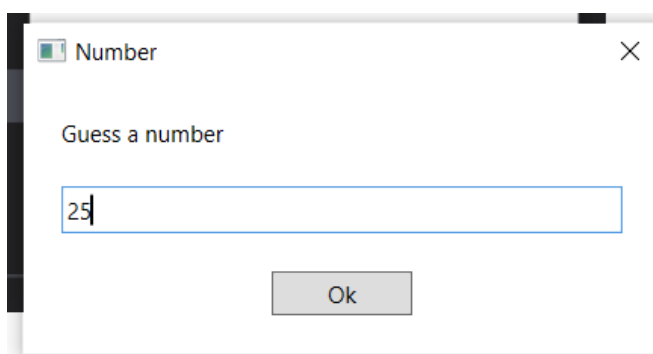
A message box titled "Message Box - Try Greater Nu..." with a close button (X) in the top right corner. It contains the text "Please try a greater number" and an "OK" button at the bottom.



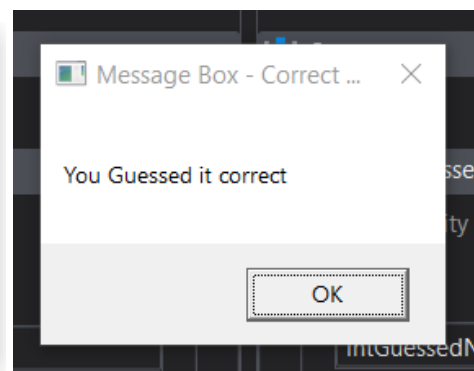
A dialog box titled "Number" with a close button (X) in the top right corner. It contains the text "Guess a number" and a text input field with the value "32". Below the input field is an "Ok" button.



A message box titled "Message Box - Try Smaller Nu..." with a close button (X) in the top right corner. It contains the text "Please try a smaller number" and an "OK" button at the bottom.



A dialog box titled "Number" with a close button (X) in the top right corner. It contains the text "Guess a number" and a text input field with the value "25". Below the input field is an "Ok" button.



A message box titled "Message Box - Correct ..." with a close button (X) in the top right corner. It contains the text "You Guessed it correct" and an "OK" button at the bottom.

Result

Hence, we have successfully created sequences for debugging selectors, If, Switch, Do While activities.