How to draw a paint using UiPath

1st sequence 🡪 to do the setup

2nd sequence 🡪 draw a sketch

In first sequence:

1. Create a bitmap variable named Bitmap 🡪 system.drawing.bitmap

Using assign activity assign value to bitmap variable = new Bitmap(“path of image”)

1. Add 2 more assign activity for height and width of int32 type

Height = bitmap.height

Width = bitmap.width

1. Create a datatype variable named myDataTable and using assign activity assign it to = new DataTable
2. Add 2 “Add Data Column” activity to add column in the data table for X and Y co-ordinate
3. 1st add data column activity 🡪 set columnname = “X” and datatable = myDataTable, typeargument = int32 and autoincrement = false, MaxLenght = 100
4. 2nd add data column activity 🡪 set columnname = “Y” and datatable = myDataTable, typeargument = int32 and autoincrement = false, MaxLenght = 100

Loop through the pixel co-ordinate and capture our interested co-ordinate

1. Add two more variable of X and Y as int32 type with default value = 0
2. Use while activity and set condition X<width and in the body
3. Add assign activity and set Y = 0
4. Add one more while as inner loop with condition y<height
5. In body add a assign activity and set value = bitmap.Getpixel(x,Y) and set it to the new variable named pixelcolor of type sys.drawing.color
6. Add an if activity
7. Condition = pixelcolor.R<=32 and pixelcolor.B<=32 and pixelcolor.G<=32
8. In then condition add “Add Data Row” activity and in propery set “ArrayRow=(x,y) and datatable = mydatatable
9. Add an assign activity to the innerloop and set y = y+1
10. Add an assign activity to the outeloop and set x = x+1
11. Create an excel in filer explorer and use write range activity and share the path name, sheet name and cell name and datatype variable