## 3.1 If Statement

Objective

Build a workflow using an If statement, 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”.

Step by Step Process

Step 1: Open UiPath Studio.

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

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| 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: | Insert an Input Dialog activity within the Sequence activity and name it as “Input Dialog – ‘Question’”. |
| Step 6: | In the Input Dialog activity, enter values as shown below: |

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| 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 7: In the Variables panel, create a variable for the above Input Dialog activity as

shown below:

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

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| --- | --- |
| Step 8: | Go to the Properties panel of the Input Dialog activity and insert UserInput in its Output property. |
| Step 9: | Insert an If activity below the Input Dialog activity and name it as “If - To check if the user input is ‘Now’”. |
| Step 10: | In the condition input area of If activity, enter the expression: UserInput = “Now”. |
| Step 11: | Insert a Message Box activity in the Then section of the If activity and name it as “Message Box - Failed”. |
| Step 12: | In the Message Box activity, enter the text “Oops! You will not get the second |

Marshmallow.”

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| Step 13: | Insert a second If activity within the Else section of the first If activity, name it as “If - To check User input is 'After 5 minutes”. |
| Step 14: | In the condition input area of second If activity, enter the expression:  UserInput = “After 5 minutes”. |
| Step 15: | Insert a Message Box activity in the Then section of the second If activity and name it as “Message Box - Success”. |
| Step 16: | In the Message Box activity, enter the text “Congrats! You will get the second  Marshmallow.” |
| Step 17: | Insert another Message Box activity in the Else section of the second If activity and name it as “Message Box – Invalid Input”. |
| Step 18: | In the Message Box activity, enter the text “Invalid Input” |
| Step 19: | Save and run the workflow. |