## TW 3.2 - Switch Activity

Objective

Build a workflow using Switch activity that asks users’ their eye color and display their personality in a message box.

* Ask the user for their eye color.
* If the user enters “Blue”, respond with “You must be very Brave!”
* If the user enters “Green”, respond with “You must be Generous!”
* If the user enters “Gray”, respond with “You must be very Wise!”
* If the user enters “Black”, respond with “You must be very Bold!”

Step by Step Process

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| Step 1: | Open UiPath Studio. |
| Step 2: | Create a new process and name it as “Switch Activity” |
| 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 – ‘Create a Robot that asks user their eye color’” |

Step 5: Insert an Input Dialog activity, name it as “Input Dialog – ‘Question’” and enter the values as shown below:

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| Title | Label |
| “Question” | “Enter the color of your eye:” |

Step 6: 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 |
| EyeColor | String | Sequence – ‘Create a Robot that asks user their eye color’ |  |

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| Step 7: | Go to the Properties panel of the Input Dialog activity and insert EyeColor in its Output property. |
| Step 8: | Drag and drop a Switch activity below the Input Dialog activity, name it as “Switch - Eye Color”. |
| Step 9: | In the Properties panel of the Switch activity ensure that the TypeArgument property is String. |
| Step 10: | In the Expression text area of the Switch activity, enter the variable EyeColor. |
| Step 11: | In the Default section of the Switch activity, insert a Message Box activity and name it as “Message Box - Default”. |
| Step 12: | In the text area of the Message Box activity, enter the text “Can’t recognize that color!” |
| Step 13: | Add a new case in the Switch activity by clicking ‘Add new case’ option available. Enter “Blue” in the text area of ‘Case value’. |
| Step 14: | In the ‘Case Blue’ section, add a Message Box activity, and name it as “Message Box - Case Blue”.and in the text area enter “You must be very Brave!” |
| Step 15: | Add a new case and enter “Green” in the text area of the ‘Case value’. |

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| Step 16: | In the ‘Case Green’ section, add a Message Box activity, name it as “Message Box - Case Green” and in the text area enter “You must be very Generous!” |
| Step 17: | Add a new case and enter “Gray” in the text area of the ‘Case value’. |
| Step 18: | In the ‘Case Gray’ section, add a Message Box activity, name it as “Message Box - Case Gray” and in the text area enter “You must be very Wise!” |
| Step 19: | Add a new case and enter “Black” in the text area of the ‘Case value’. |
| Step 20: | In the ‘Case Black’ section, add a Message Box activity, and name it as  “Message Box - Case Black”. In the text area, enter “You must be very Bold!” |
| Step 21: | Save and Run the project. |
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