**TW 4.1 - Do While Loop**

Objective

Build a workflow for a 'Guessing Game' with the following conditions:

* Generate a random number and prompt the user to input a number.
* In case of a wrong input, a message is displayed to the user stating, 'Please enter a lesser/greater number'.
* The loop keeps on running until the input number equals to the generated number.

Step by Step Process

Step 1: Open UiPath Studio.

Step 2: Create a new process and name it as “Do While Loop”.

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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 – ‘Guessing Game”. |
| Step 5: | Create variables using Variables panel as shown below: |

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| --- | --- | --- | --- |
| Name | Variable type | Scope | Default |
| intRandomNo | Int32 | Sequence – Guessing Game | 25 |
| intGuessedNo | Int32 | Sequence – Guessing Game |  |

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| --- | --- |
| Step 6: | Insert a Do While activity within the Sequence activity, name it as “Do While - Guessed Number <> Random Number” |
| Step 7: | Set its condition to intGuessedNo<> intRandomNo |
| Step 8: | Insert an Input Dialog activity within the Do While activity, name it as “Input |

Dialog - Guessed Number”, and enter values as shown below:

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| --- | --- |
| Title | Label |
| “Number” | “Guess a number” |

Step 9: In the Properties panel of the Input Dialog activity, enter intGuessedNo in the Output property.

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| Step 10: | Insert an If activity below the Input Dialog activity, name it as “If - User input equals Random Number” and enter the condition  intGuessedNo = intRandomNo |
| Step 11: | In the Then section, insert a Message Box activity and name it as “Message Box - Correct Guess”. |
| Step 12: | Enter the text “You Guessed it correct”. |
| Step 13: | Insert another If activity, in the Else section of the first If activity, and enter condition intGuessedNo> intRandomNo. |
| Step 14: | In the Then section, insert a Message Box activity, name it as “Message Box - Try Smaller Number” and enter the text “Please try a smaller number”. |
| Step 15: | In the Else section, insert a Message Box activity, name it as “Message Box - Try Greater Number” and enter the text “Please try a greater number”. |
| Step 16: | Save and run the workflow. |
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