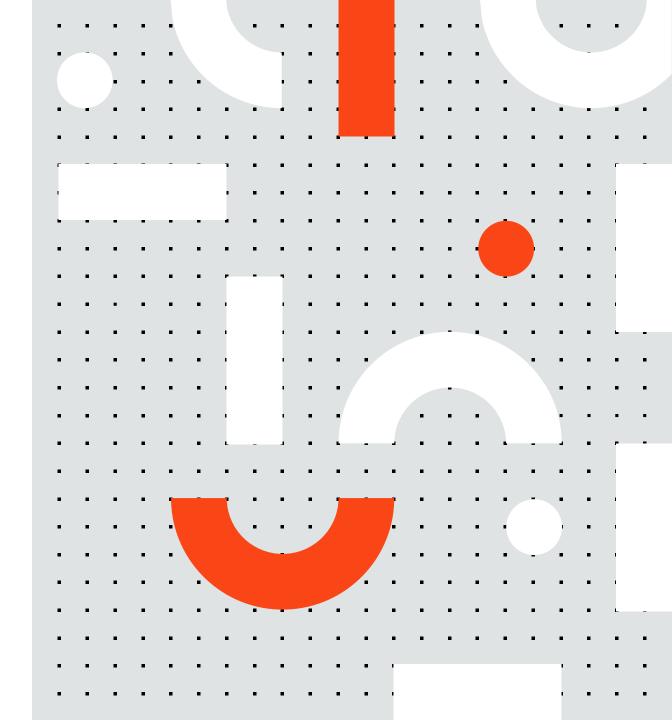
# RPA Design & Development

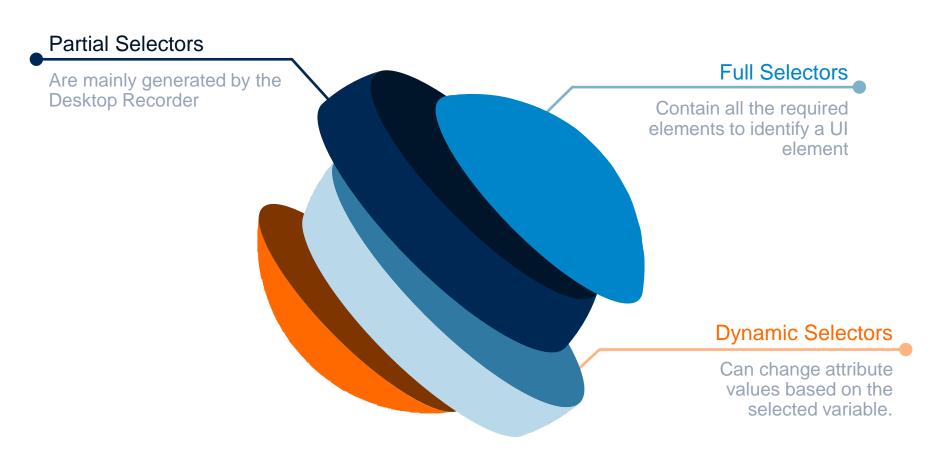
# Recording and Advanced UI Interaction





# **Types Of Selectors**

The Selectors are defined by looking at the element they target to perform their specific activity.

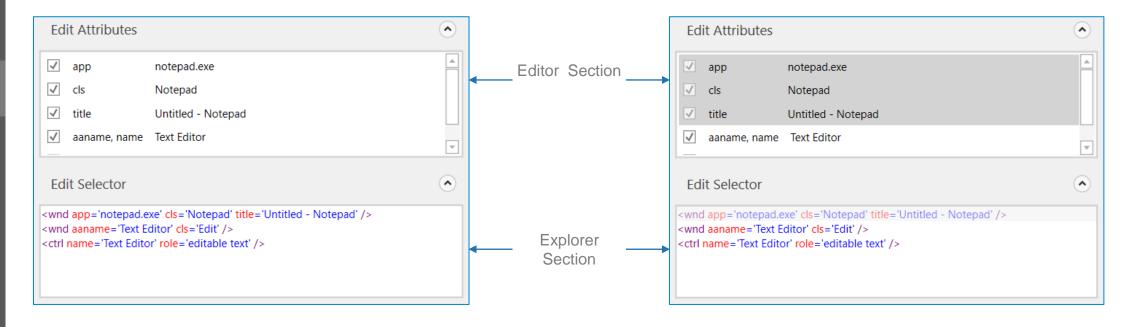


# **Types Of Selectors (Contd.) Full selectors**

Best suited for situations in which the action performed requires switching between multiple windows.

#### **Partial selectors**

Best suited for performing multiple actions in the same window.



#### **Dynamic selectors**

Best suited for situations in which the targeted element can constantly change its value.

















# Types and attributes of selectors

Selectors are made of nodes. And each node is made of tags and attributes.

<webctrl parentid='slide-list-container' tag='A' aaname='Details' class='btn-dwnl' />

#### **Tags**

- Nodes in the selector XML fragment
- Correspond to a visual element on the screen
- First node is the app window
- · Last node is the element itself

#### For example:

- wnd (window)
- html (web page)
- ctrl (control)
- webctrl (web page control)
- Java (Java application control)

#### **Attributes**

Every attribute has a name and a value. You should use only attributes with constant or known values.

#### For example:

- parentid='slide-list-container'
- tag='A'
- aaname='Details'
- class='btn-dwnl'

#### **Dynamic selectors**

Best suited for situations in which the targeted element can constantly change its value.





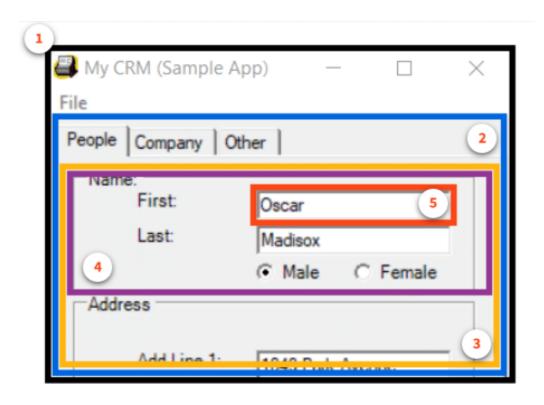


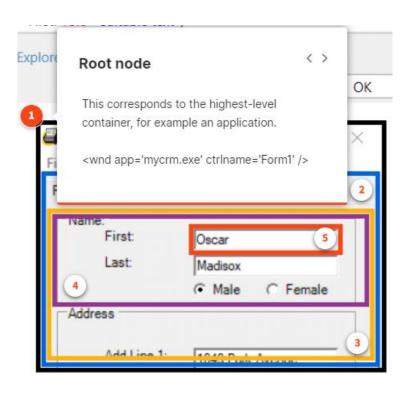


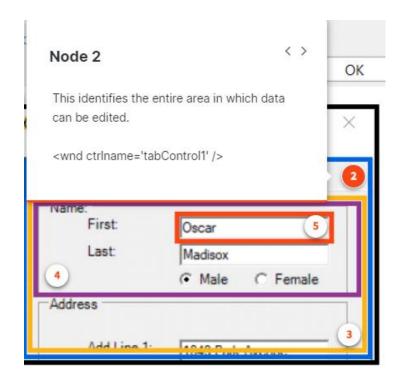




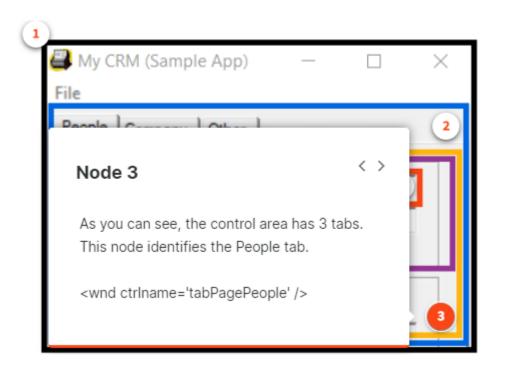


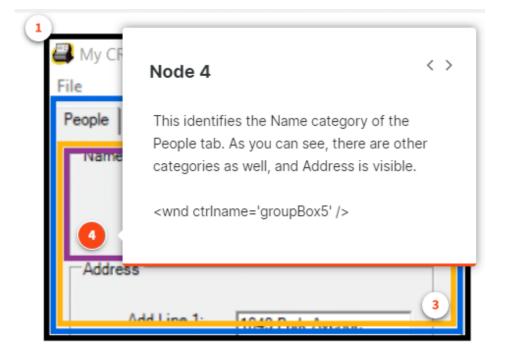




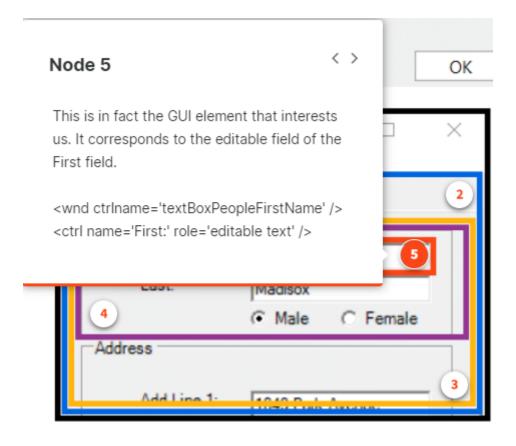








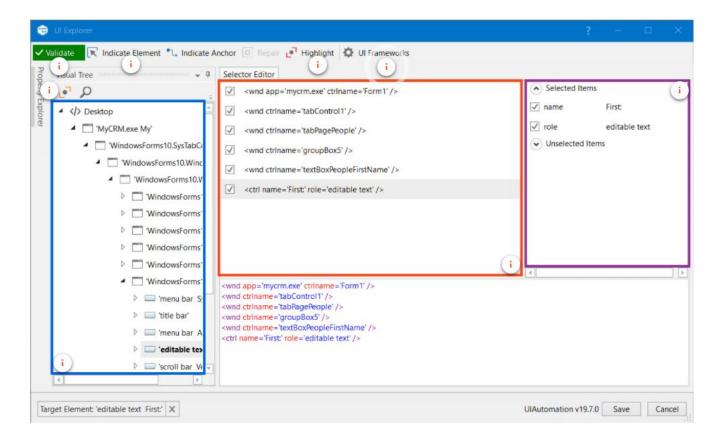


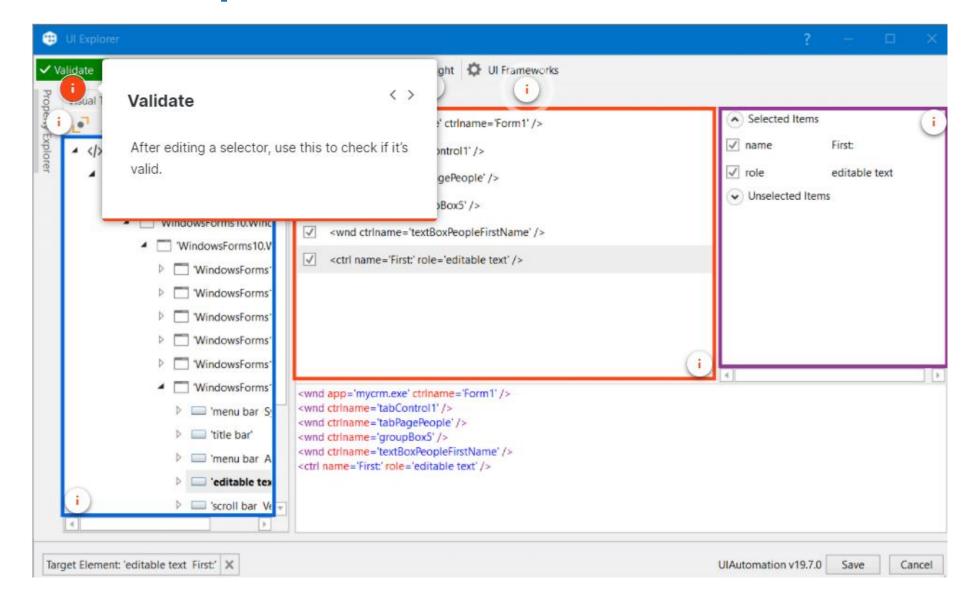




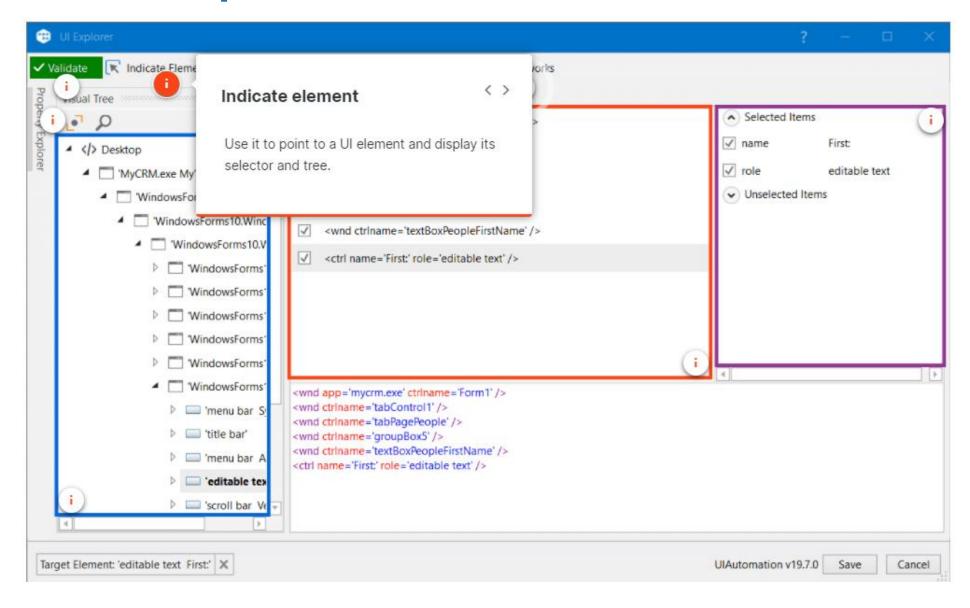
The UI Explorer can be used whenever the selectors that were automatically generated are not stable or reliable enough. For example, when:

- The selectors change from one execution to another.
- The selectors might change following product updates.
- The selectors use unreliable info, such as index.

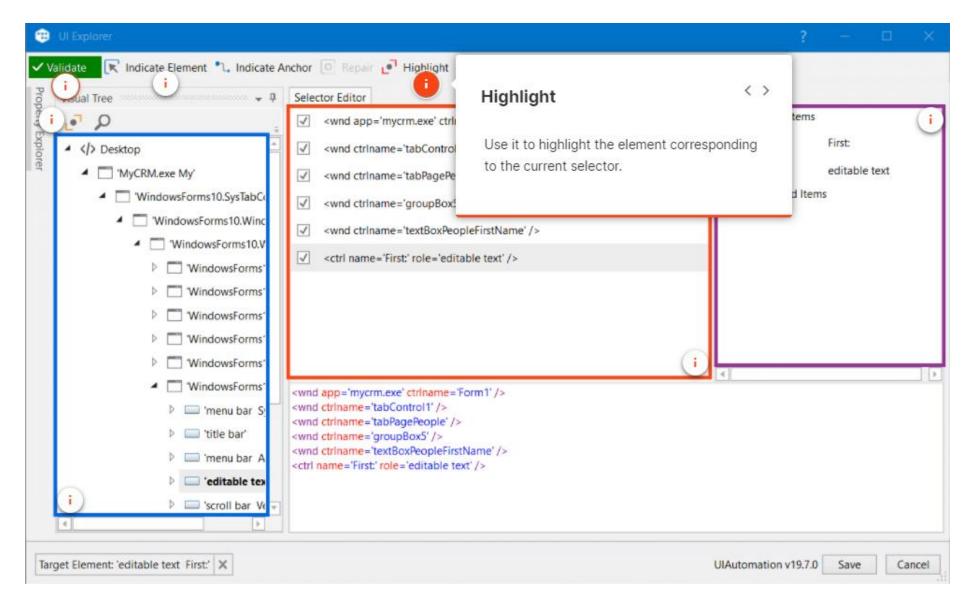
















In order to return the best selector for the element of interest, we can switch between the different UI frameworks available in UiExplorer.

#### Default

\_

This is the proprietary method which usually works correctly with all types of user interfaces.

#### **Active Accessibility**

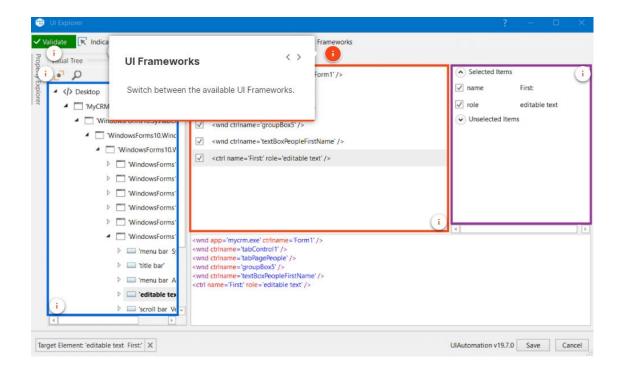
\_

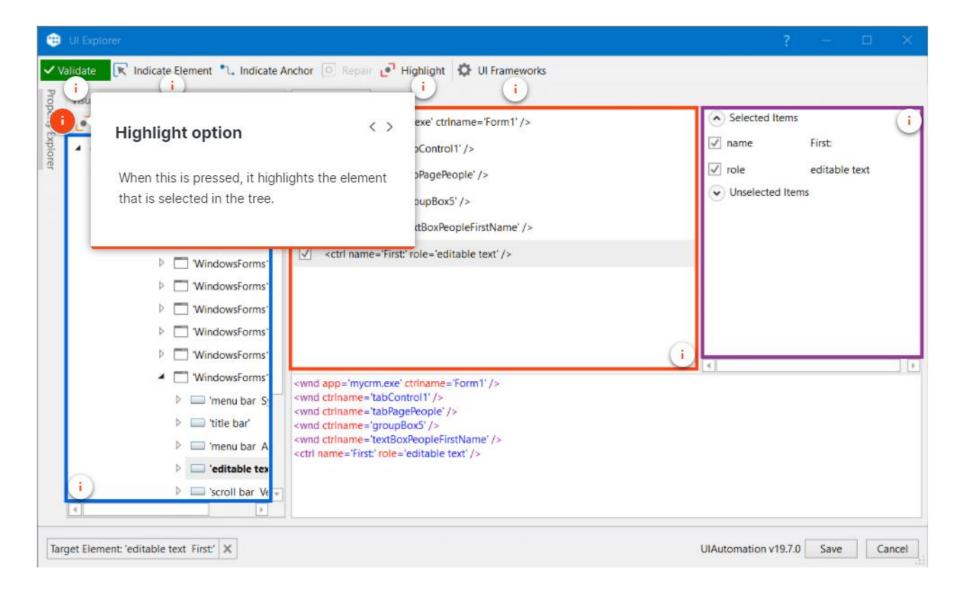
This represents an earlier solution from Microsoft that makes apps accessible. It is recommended when using legacy software, if the default framework does not work as expected.

#### **UI** Automation

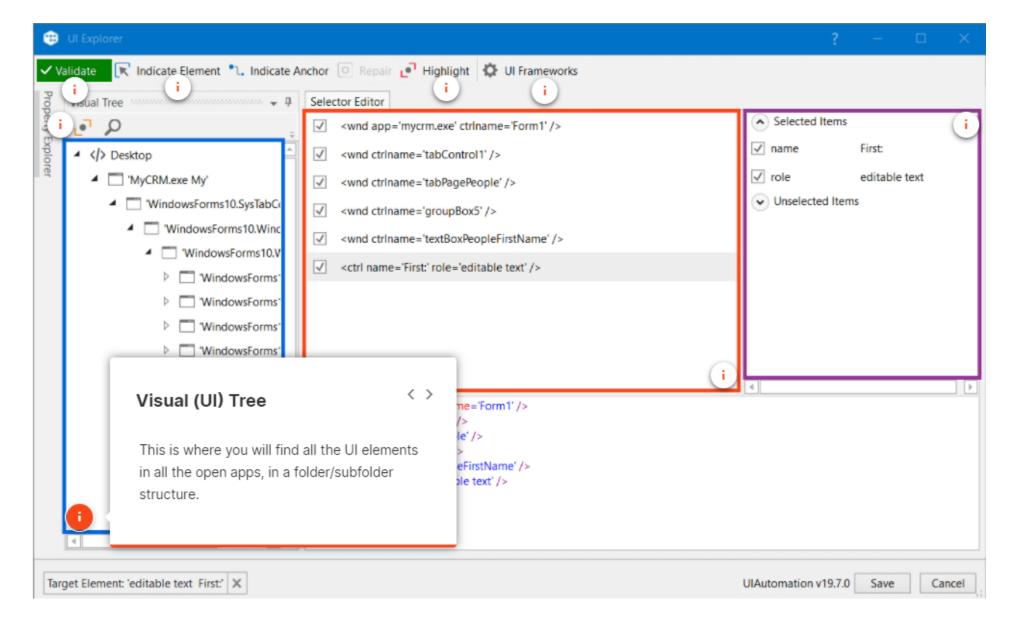
\_

This is the improved accessibility model from Microsoft, which is recommended when using newer applications in case the default framework does not work as expected.

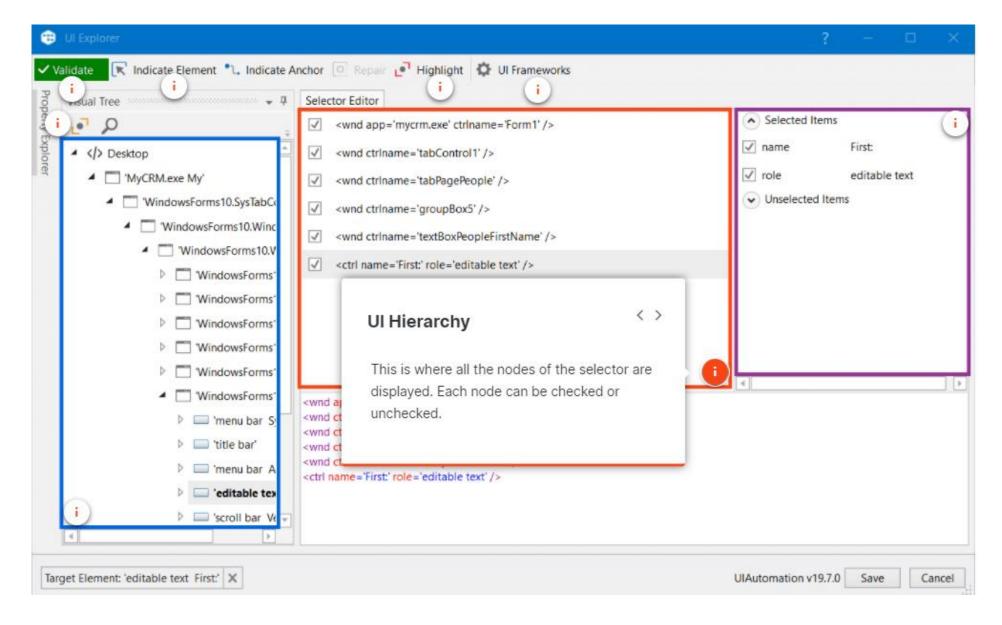




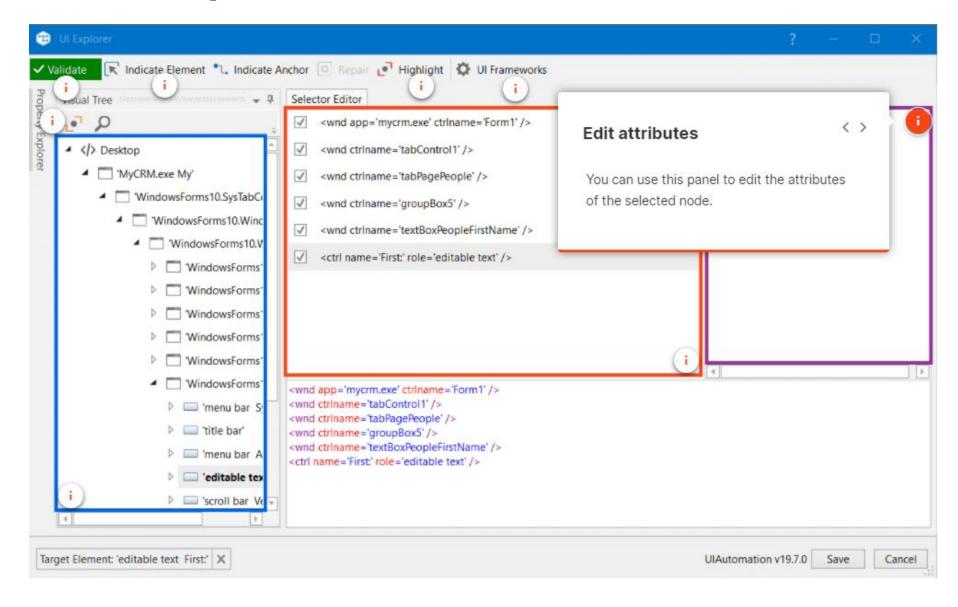












# **Practical Challenge**





How would you program a robot to do some simple operations using the Notepad app?

#### Outline a method to do the following:

- Open the Notepad Application.
- Type "Let's have some fun!".
- Change the Font to 'Cambria'.
- Change the Font Style to 'Italic'.
- Set the Font Size to 16.

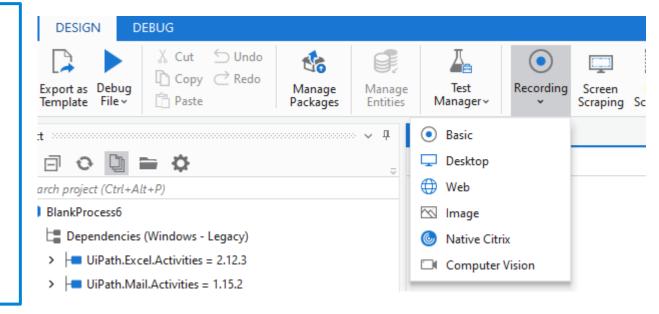
# |Ui|Path

# **UiPath Studio Recording**

The Recording functionality of UiPath Studio helps in capturing user's actions on the screen and translating them into sequences.

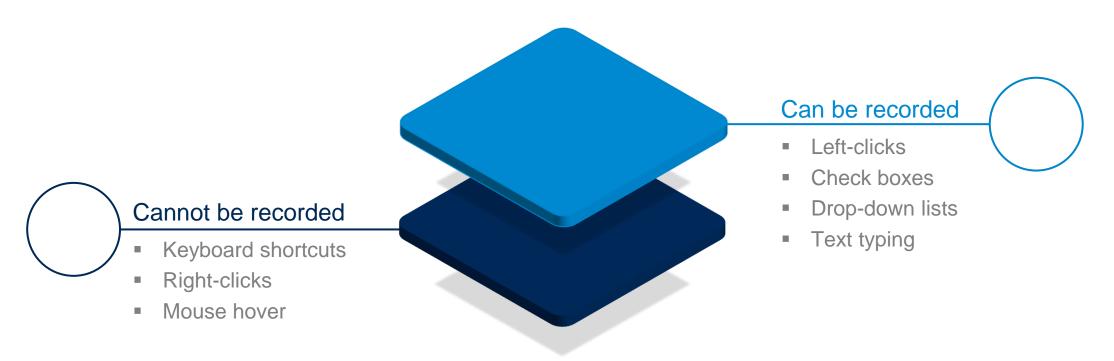
#### **How** does recording work?

- The recording tool can be accessed from the 'Design' tab in UiPath Studio.
- While recording, all user interface elements are highlighted, allowing easy identification of buttons, fields, menus, or elements the user interacts with.
- Once the recording ends, a sequence will be created, containing the activities performed by the user.



#### Actions that can be Recorded

The UiPath recorder can automate some actions but, not others.

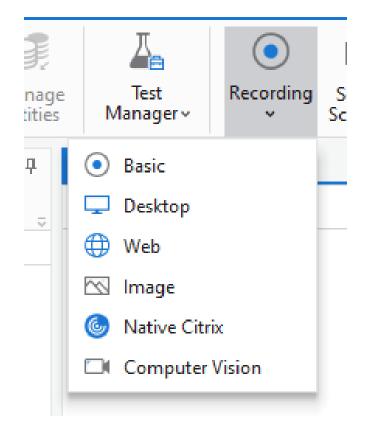




#### **Recorder Overview**

There are five recorders, in the UiPath. All of them come with their own controllers to perform common actions as well as actions particular to each environment.

- Basic Recorder
- Desktop Recorder
- Web Recorder
- Image Recorder
- Native Citrix Recorder
- Computer Vision

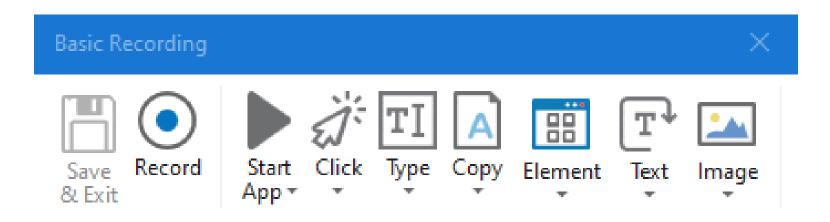


Ui Path -

# **Components of Recording Wizard**

The Recording Wizard consists of 3 types of components:

- Save & Exit: Closes the recorder and displays the activities in Designer.
- Record: Switches to automatic recording mode, in which multiple input activities are generated.
- Manual Recording Actions: Actions that users can select to generate single activities during their recording process.





# Basic Recorder Vs. Desktop Recorder

#### **Basic Recorder**

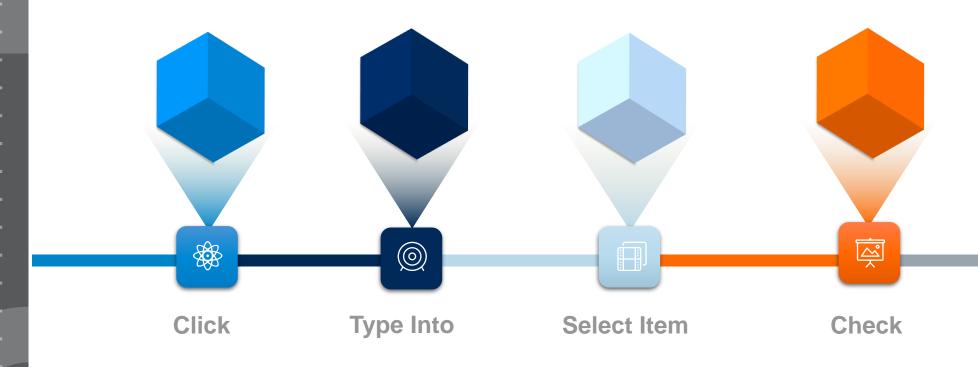
- It is used when multiple actions are performed in single window.
- Generates full selectors.
- Does not use Containers.

#### Desktop Recorder

- It is used when multiple actions are performed in many windows.
- Generates partial selectors.
- Uses containers.

# **Automatic Recording Activities**

Automatic Recording is used for recording multiple actions in one time. There are four activities that are automatically generated using Automatic Recording:





## **Start App and Start Browser**

#### Click

Type

Copy

Element

Text

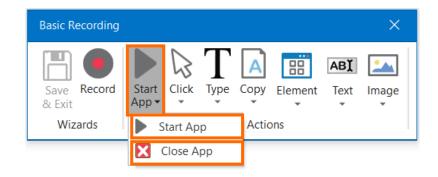
**Image** 

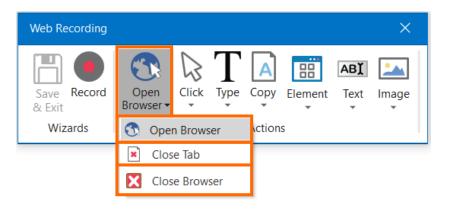
#### **Start App (Basic & Desktop Recording)**

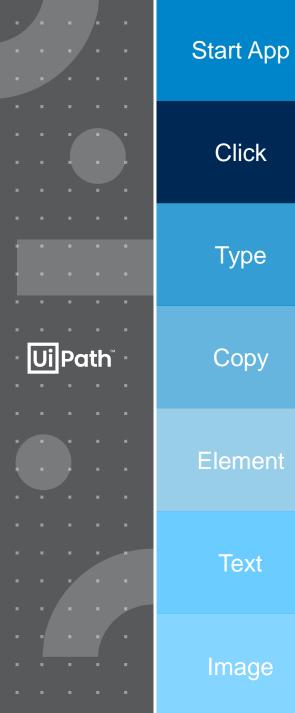
- **Start App:** generates the 'Open Application' activity to launch a desktop application (.exe) to perform actions within it.
- Close App: generates the 'Close Application' activity to terminate a desktop application (.exe).

#### **Open Browser (Web Recording)**

- Open Browser: generates the 'Open Browser' activity to launch a web page and perform actions within it.
- Close Tab: generates the 'Close Tab' activity within an 'Attach Browser' to close a single tab.
- Close Browser: generates the 'Close Application' activity to terminate a browser application (.exe).





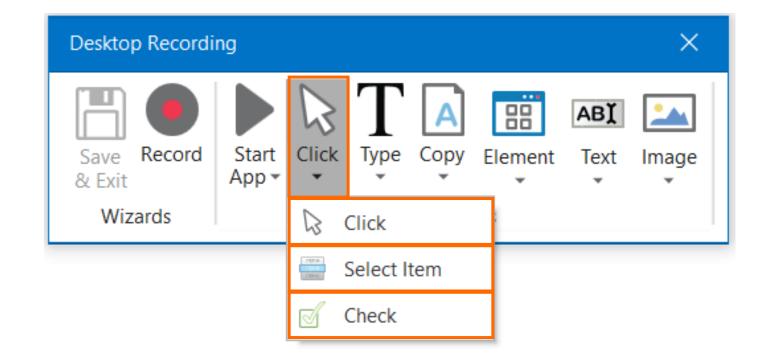


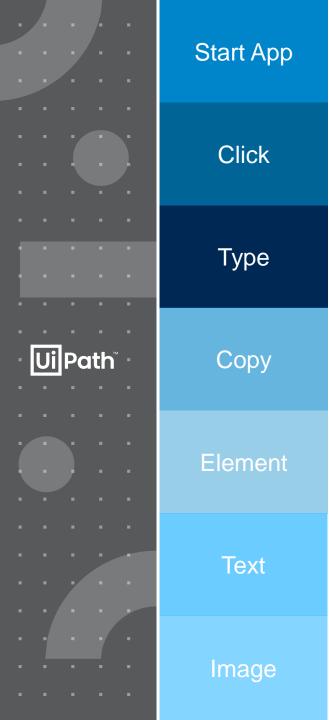
#### Click

• Click: generates the 'Click' activity, prompting the user to indicate the UI element to click.

• **Select Item:** generates the 'Select Item' activity to select an option from a dropdown list or combo box.

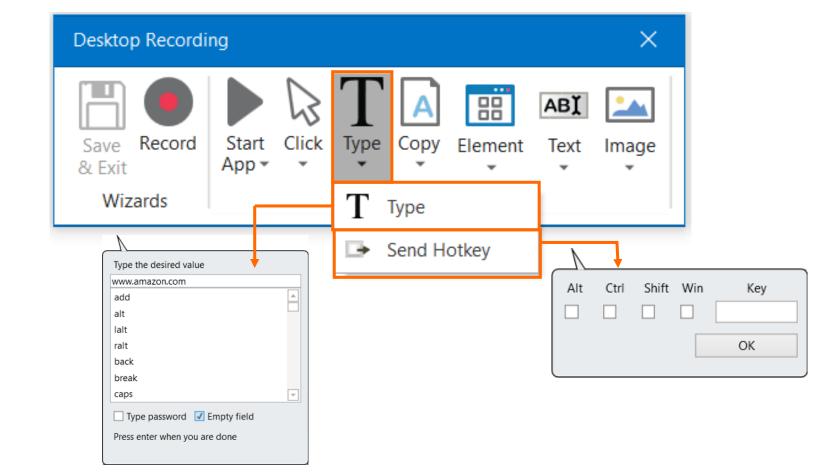
• **Check:** generates the 'Check' to select a checkbox or radio button.





# **Type**

- **Type:** generates the 'Type Into' activity prompting the user for their desired value.
- **Send Hotkey:** generates the 'Send Hotkey' activity prompting to define a Alt-, Ctrl-, Shift-, or Win + Key to send it to an application.





# Copy

Click

**Copy Text:** generates the 'Get Text' activity prompting the user to indicate the UI element to copy text from.

Type

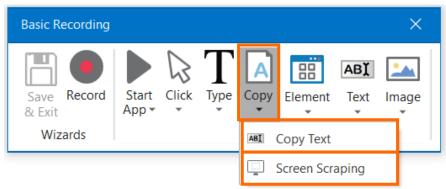
**Screen Scraping:** uses the 'Screen Scraping' tool to generate the 'Get Full Text' activity, using different image recognition technologies.

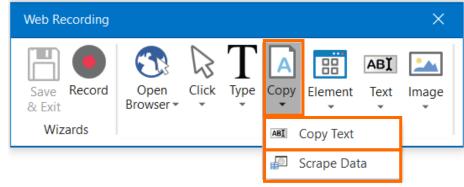
**Scrape Data:** uses the 'Data Scraping' tool to generate the 'Extract Structured Data' activity, that captures data from a web page in a structured table.

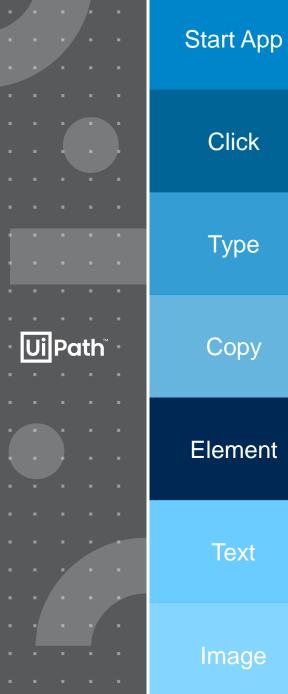
Copy

Element

Text

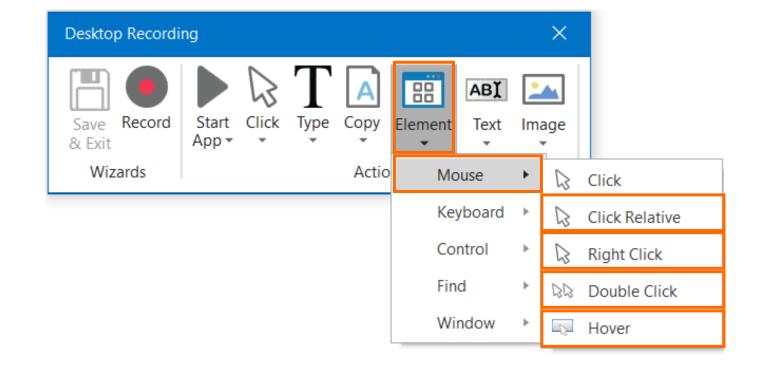






#### Mouse Element

- Click Relative: the user indicates a relative position to a certain identified UI element.
- **Right Click:** MouseButton Input is set to BTN\_RIGHT.
- Double Click: ClickType Input is set to CLICK\_DOUBLE.
- **Hover:** generates the 'Hover' activity prompting the user to indicate the UI element that they want the mouse to hover over for a couple of seconds.





#### **Find Element**

Click

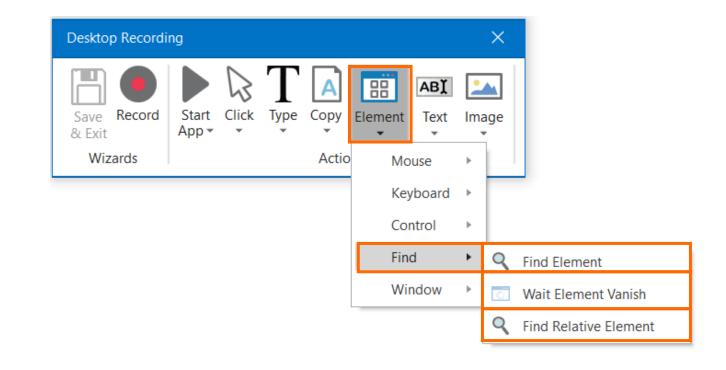
Type

Copy

Element

Text

- Find Element: generates a 'Find Element' activity prompting the user to identify the UI element to wait
  for before proceeding with a certain activity.
- Wait Element Vanish: generates a 'Wait Element Vanish' activity prompting the user to identify the U
  element that has to disappear before proceeding with a certain activity.
- Find Relative Element: generates a 'Find Relative Element' activity prompting the user to identify the
  relative position versus a fixed UI element before proceeding with a certain activity.





**Text** 

Click

• Mouse: generates 'Click Text' activities prompting the user for the UI element to click.

• Scrape: generates 'Get Text' or 'Extract Structured Data' activities using Screen Scraping and Data Scraping.

• Copy Text: generates a 'Get Text' activity to copy the value of a UI element and store it in a new variable.

• **Set Text:** generates a 'Set Text' activity to input in a UI element.

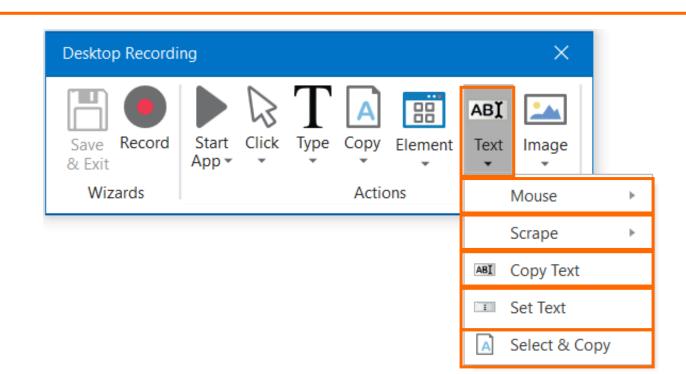
• **Select & Copy:** generates a 'Type Into' and 'Copy Selected Text' activity prompting the user for the UI element to copy.

Сору

Type

Element

Text





**Image** 

Click

•

 Mouse: generates 'Click Image' or 'Hover Image' activities prompting the user for the image to click.

 Find Image: generates a 'Find Image' activity prompting the user for the image to find on the screen before proceeding with the activity.

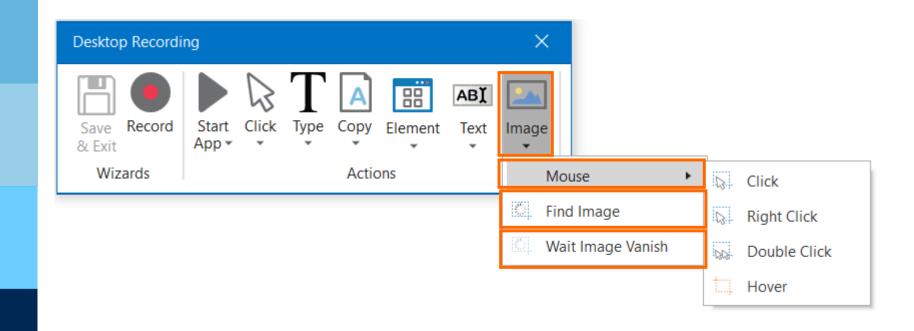
 Wait Image Vanish: generates a 'Wait Image Vanish' activity allowing the user to define the image that needs to disappear before proceeding with the activity.

Type

Copy

Element

Text



# **Back to the Practical Challenge**





For the simple process presented:

- Open the Notepad Application
- Type "Let's have some fun!"
- Change the Font to 'Cambria'
- Change the Font Style to 'Italic'
- Set the Font Size to 16

Use the Basic and Desktop Recorders to solve the challenges and notice the differences.



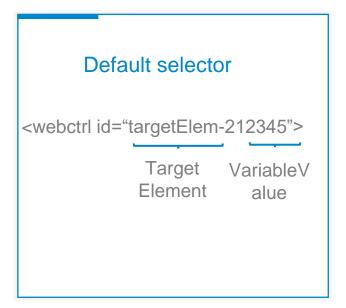


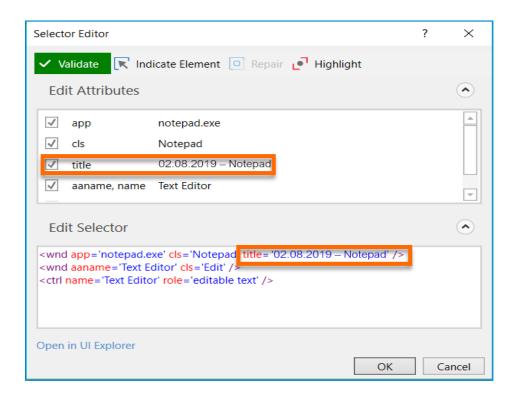
#### **Activities (recorded both in Basic and Desktop):**

- 1. Type into Editable Field "Good morning sunshine"
- 2. Click 'Format'
- 3. Click 'Font'
- 4. Type 'Cambria'
- 5. Click 'Italic'
- 6. Type '16' / Click '16'
- 7. Click 'OK'

# **Customizing Selectors**

When a wildcard is used or a variable is added in between selectors, it is called customizing selectors. The default selector contains preset attributes.

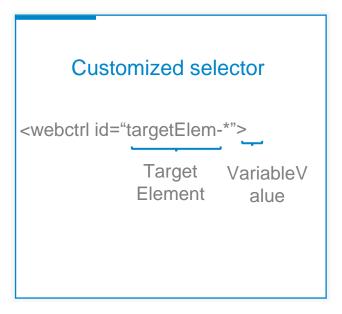


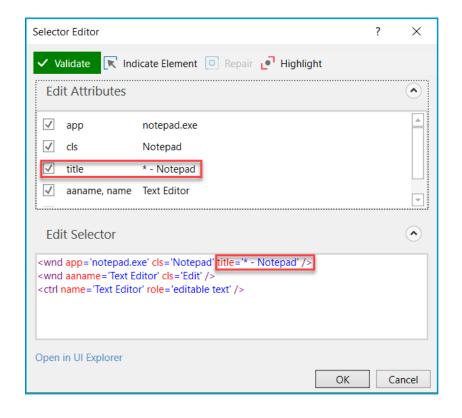




# **Customizing Selectors (Contd.)**

The customized selector contains the "\*" wildcard that replaces certain characters.





Wildcard types

Asterisk (\*) – replaces zero or more characters

Question mark (?) – replaces a single character

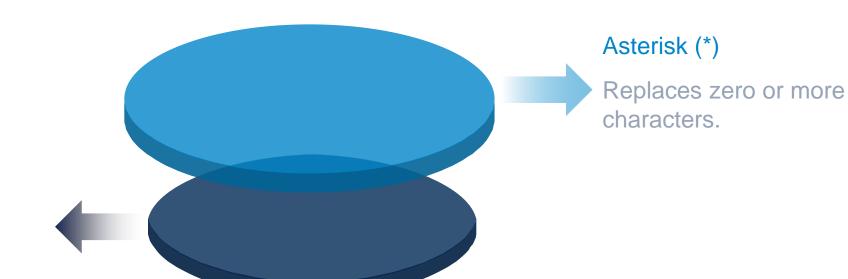


#### **Customizing Selectors (Contd.)**

A wildcard is a special character that can replace the dynamic part of a selector. There are two types of wildcard:

#### Question mark (?)

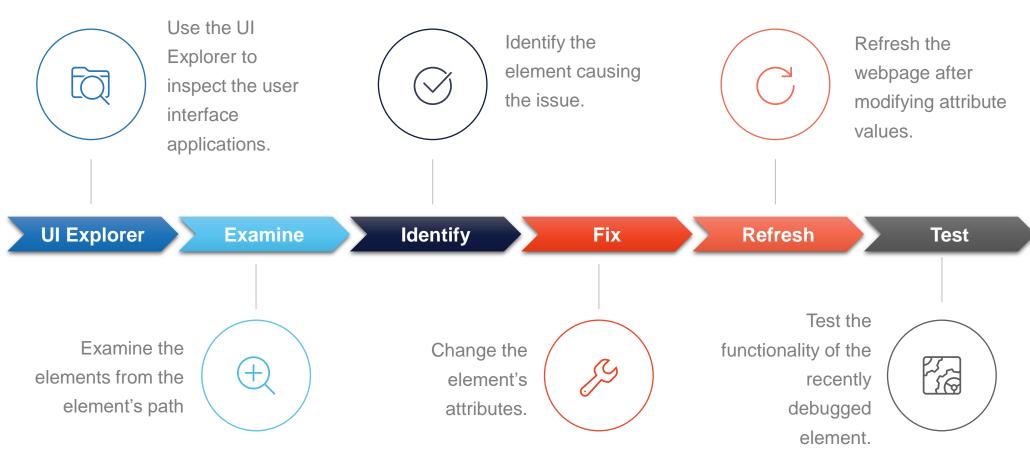
Replaces a single character.



# Ui Path ∙

#### **Debugging**

Debugging is the process of identifying and removing errors from a given project.



#### **Practice makes Perfect... Web Recording**





Use the **Web Recording** functionality to build a workflow for finding the IMDb rating of a movie chosen by a user.



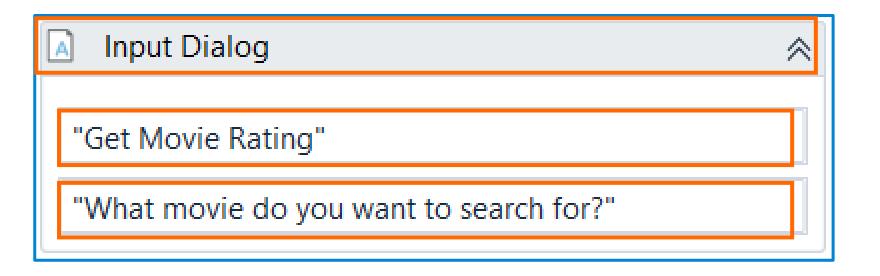
- 1. Input Dialog: user provides a movie title
- 2. Open browser: www.imdb.com
- **3. Type into** the navigation bar the movie title
- 4. Click search button
- **5. Click** on the first title from the results page
- **6. Get value**: movie rating
- **7. Message box**: display movie rating to user



1. Input Dialog: user provides a movie title.

**Purpose**: Get the movie name from the user and store it as an argument.

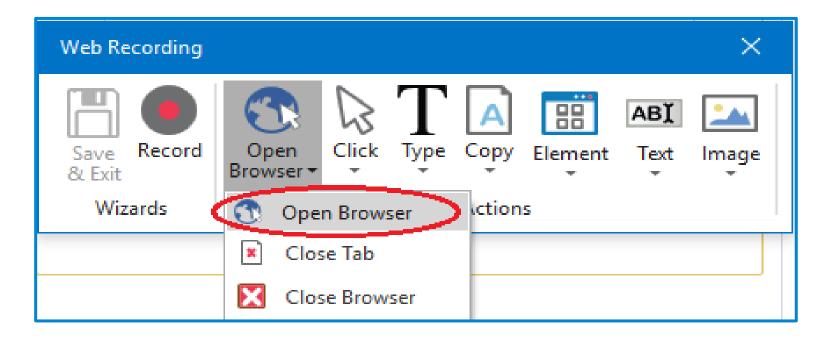
**Variables:** Movie (type: string, stores the user input)







- 2. Open browser: www.imdb.com
- Choose the web recorder from the Recorders.
- Click on Open Browser from the dropdown list.



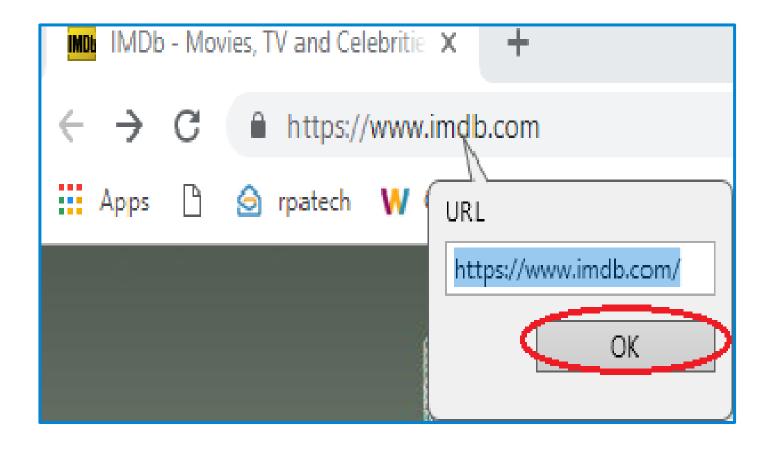




Ui Path •

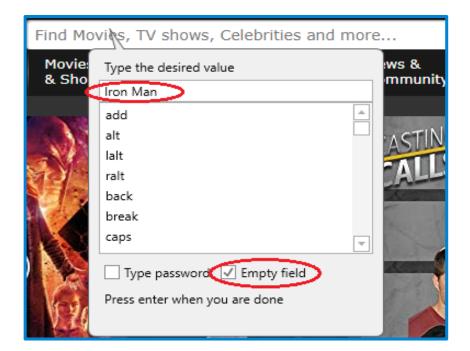
#### Web Recording: IMDb Rating

3. Indicate the URL and Click OK.





- 4. Click on the record option.
- Type the movie name "Iron Man".
- Click on the empty field box.
- Press the enter button.







Ui Path" :

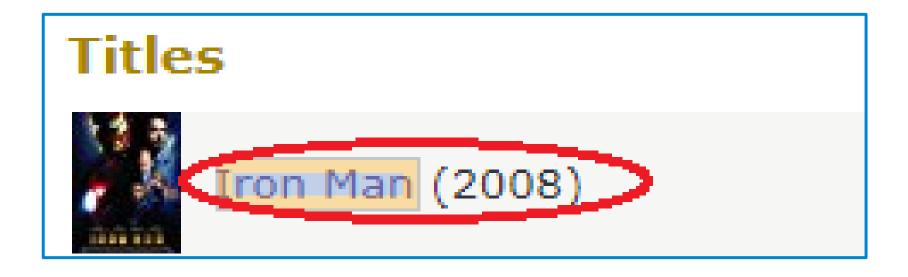
#### Web Recording: IMDb Rating

**5.** Click on the search bar option.





6. Click on the Iron Man movie that is displayed in the result.

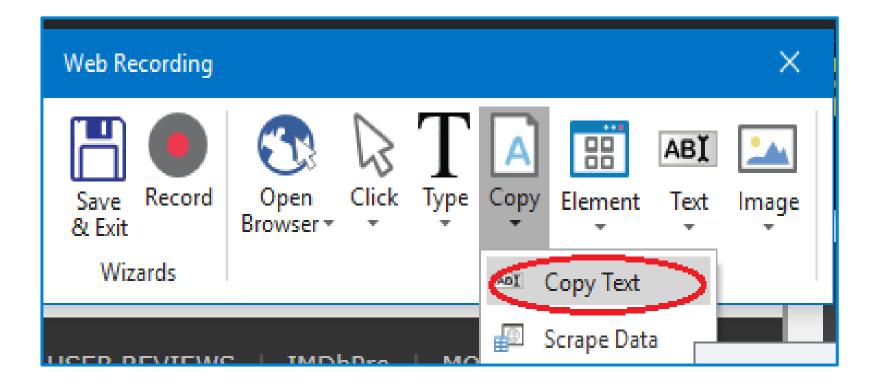






7. Click on Copy.

Select "Copy Text" from Dropdown list.







**8. Indicate** the rating of the movie.







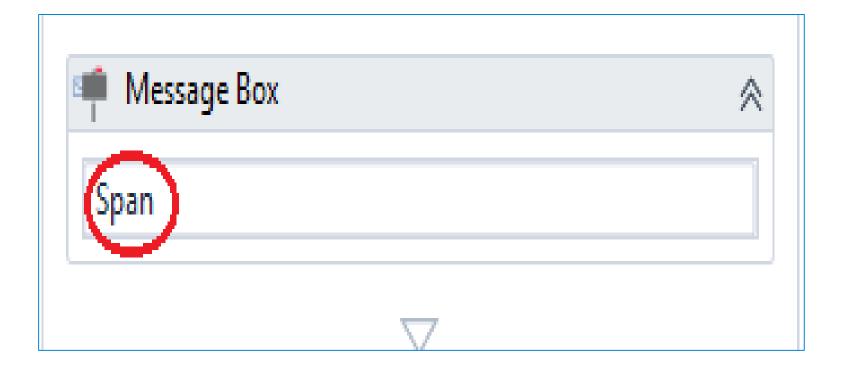
- 9. Go Back to UiPath Studio.
- Click on the copy text activity.
- Open the Properties of the copy text.
- The output variable is Span.

□ Common		
	ContinueOnError	Specifies to
	Display Name	Get Text 'SPAN'
	Input	
+	Target	Target
⊟	Misc	
	Private	
⊟	Output	
	Value	Span





- **10. Drag** the message box from the activity panel.
- Pass the variable span inside it.





# Ui Path -

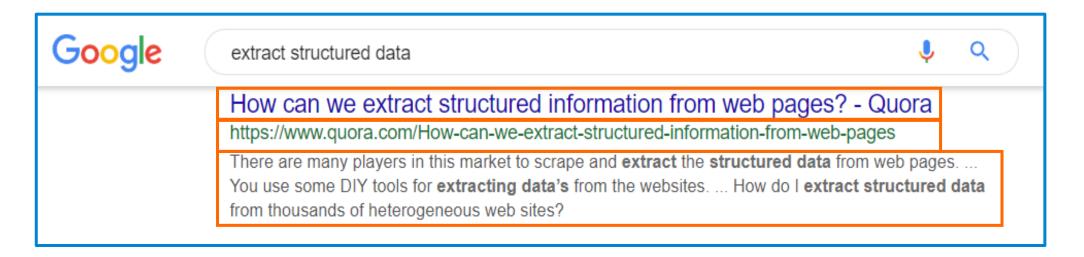
#### **Data Scraping**

Data Scraping is the process of extracting structured data from a browser, application, or document to a database, .csv file, or Excel spreadsheet.

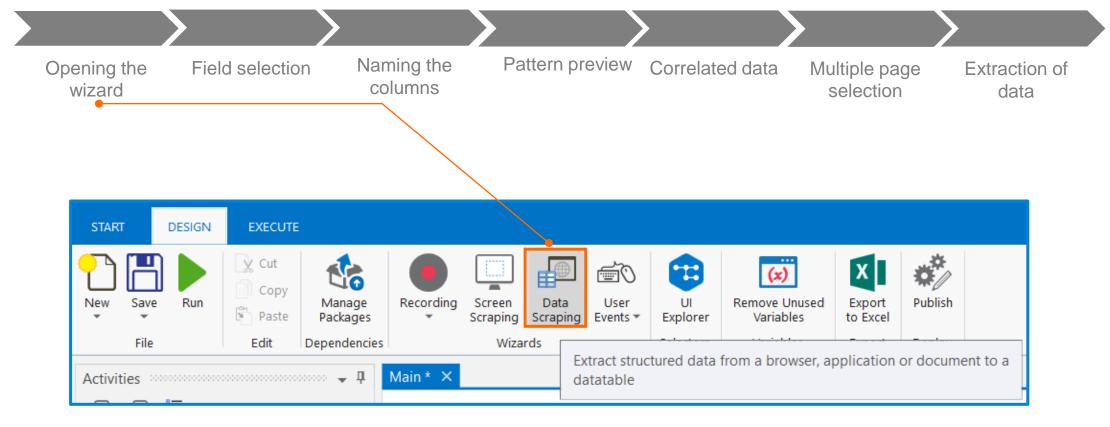
Structured data is a specific kind of information that is highly organized and is presented in a predictable pattern.

For example, Google search results are presented in the same structure:

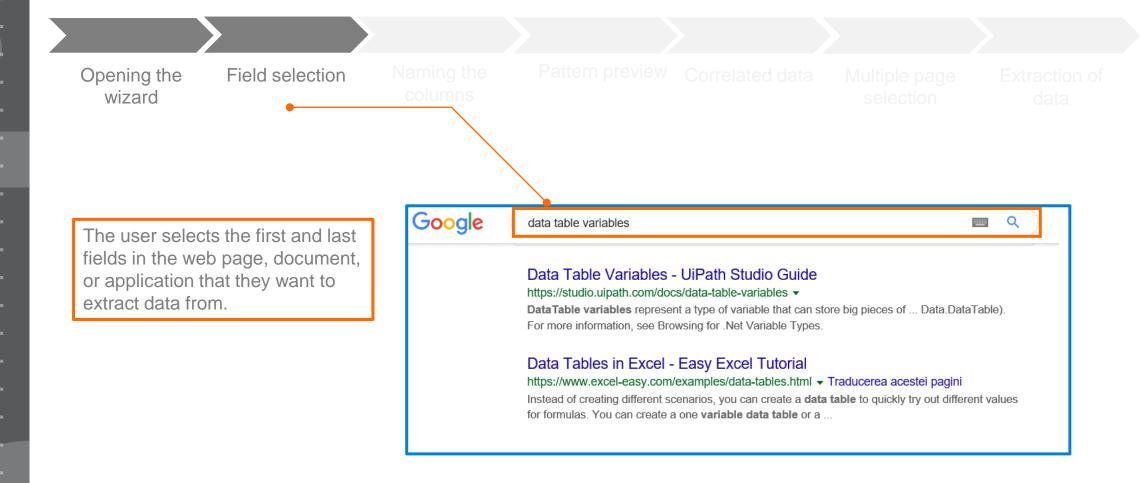
- a link at the top
- a string of the URL
- a description of the web page



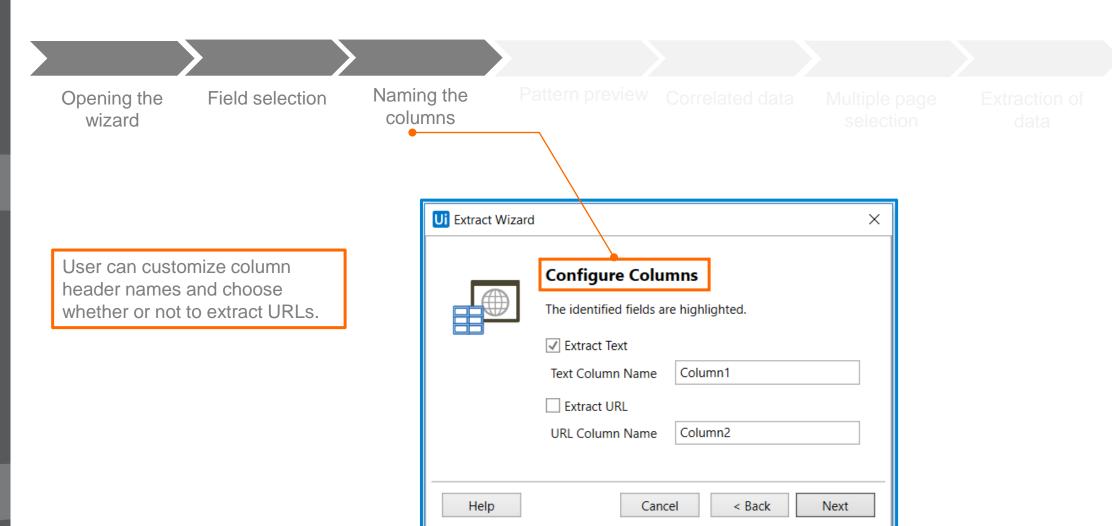
#### **Data Scraping Walkthrough**



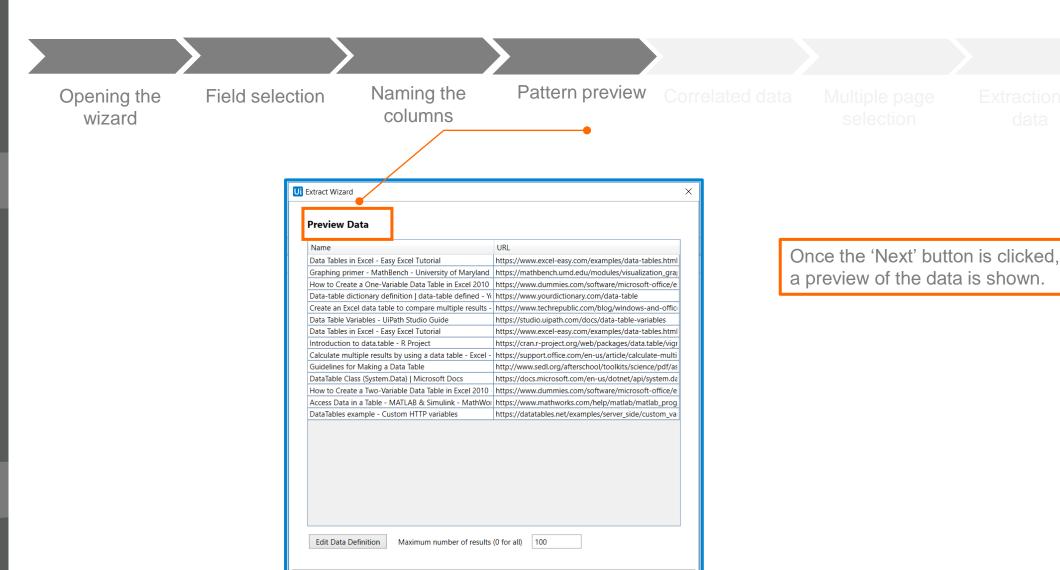








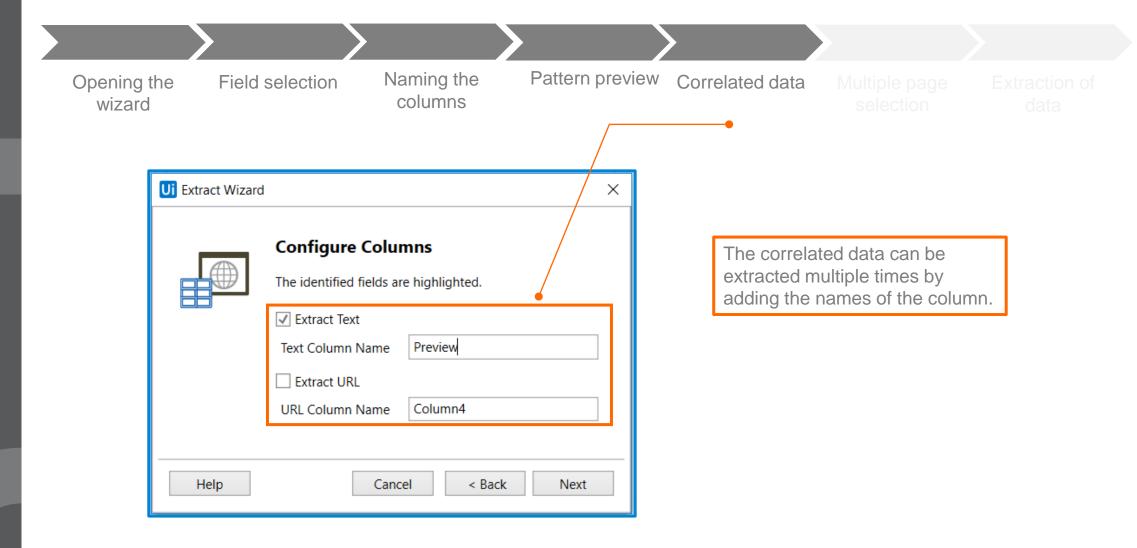
Help



Cancel

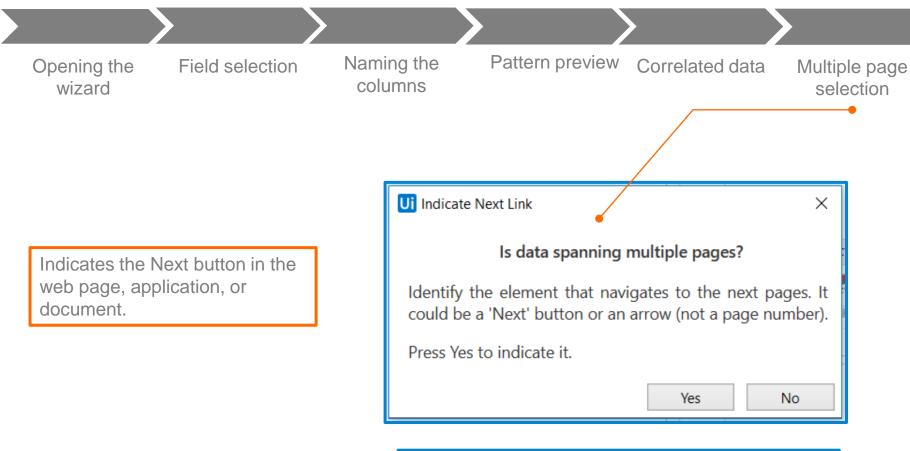
Extract Correlated Data

Finish





Ui Path" -





Opening the wizard

Field selection

Naming the columns

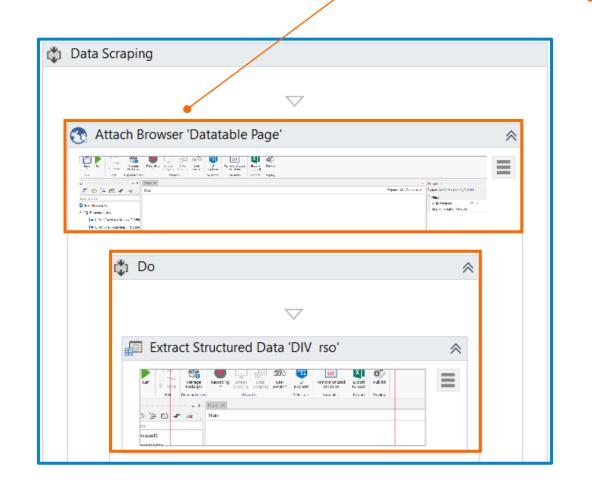
Pattern preview Correlated data

Multiple page selection

Extraction of data



The Designer is populated with a sequence of all the activities.



#### **Questions & Answers**





### What is the format in which the selectors store GUI attributes and characteristics?

a) XML.

b) JavaScript.

c) CommaSeparatedValues.

# Ui Path

### Which of the following best defines a partial selector?

- a) Contains all the required elements to identify an UI element, including the top-level window.
- b) It's generated by the Desktop Recorder and does not contain information about the top-level window.
- c) Can change certain attribute values based on the selected variable.



#### Which types of selector are best suited for wildcard

a) Partial selectors.

b) Full selectors.

c) Dynamic selectors.



# Which of the following actions cannot be recorded under Automatic Recording?

a) Draw-down lists

b) Right-clicks

c) Checkboxes



# Which of the following Recording modes does not support selectors?

a) Native Citrix

b) Web

c) Image

# Which of the following actions is an action under both automatic and manual recording?

a) Type

b) Right click

c) Get text

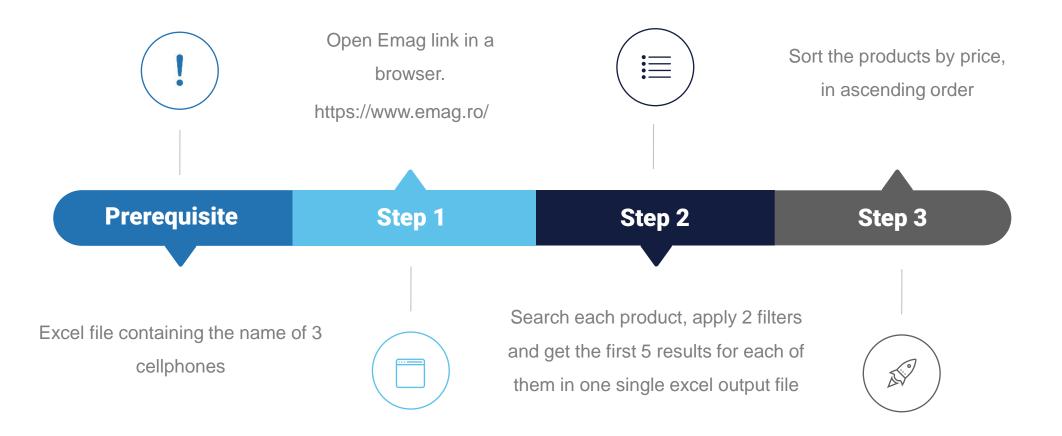
# Data scraping extracts structured data from... [multiple answer]

a) Documents

b) Browsers

c) Apps

#### **RPA** Challenge





#### **Next Steps**



PDF Automation

