

TOTIMEH JAMES TETTEH

RPA STUDIO FUNDAMENTALS

Introduction:

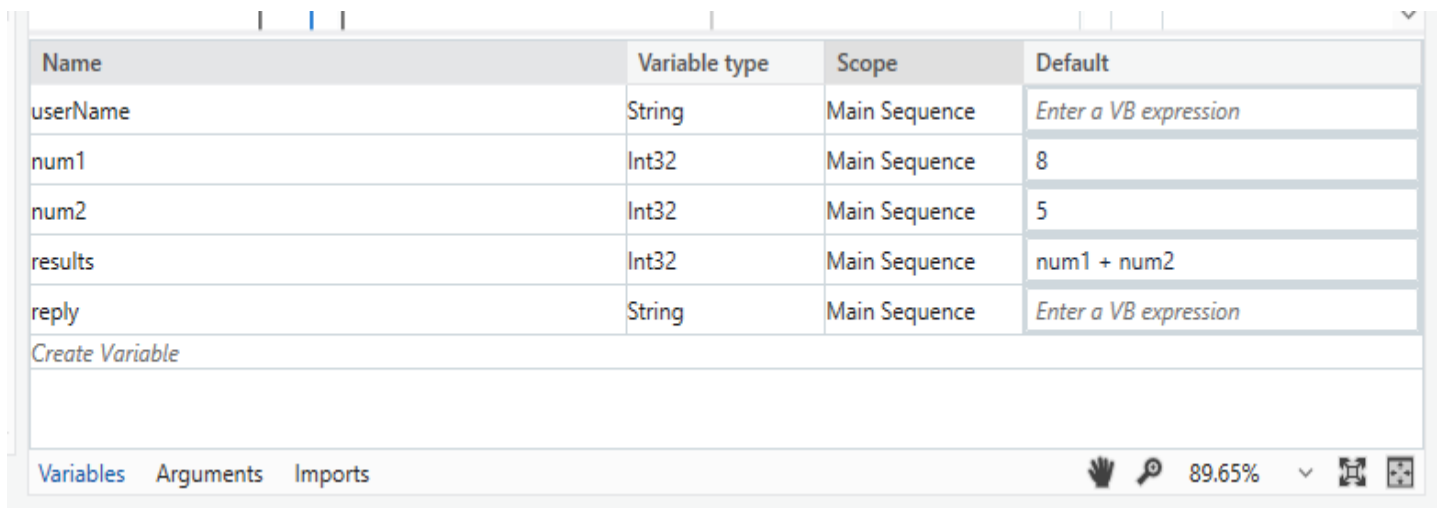
This documentation presents my completed assignment on RPA Studio Fundamentals. The assignment focused on variables and basic concepts of Robotic Process Automation using UiPath Studio. I have provided an overview in my approach to each task below.

Task 1: Creating and Initializing Variables

For this task, I designed a workflow that takes a user's name and displays the name with a greeting message. Here are the steps I followed:

- I created a new project in UiPath Studio and named it '*RPAAssignmentOne*'.
- I declared and initialized all the variables needed to develop this program where necessary (as shown in the picture; **Fig 1.0** below). But for this task, I only need to use the variable named '*userName*'.

Fig 1.0



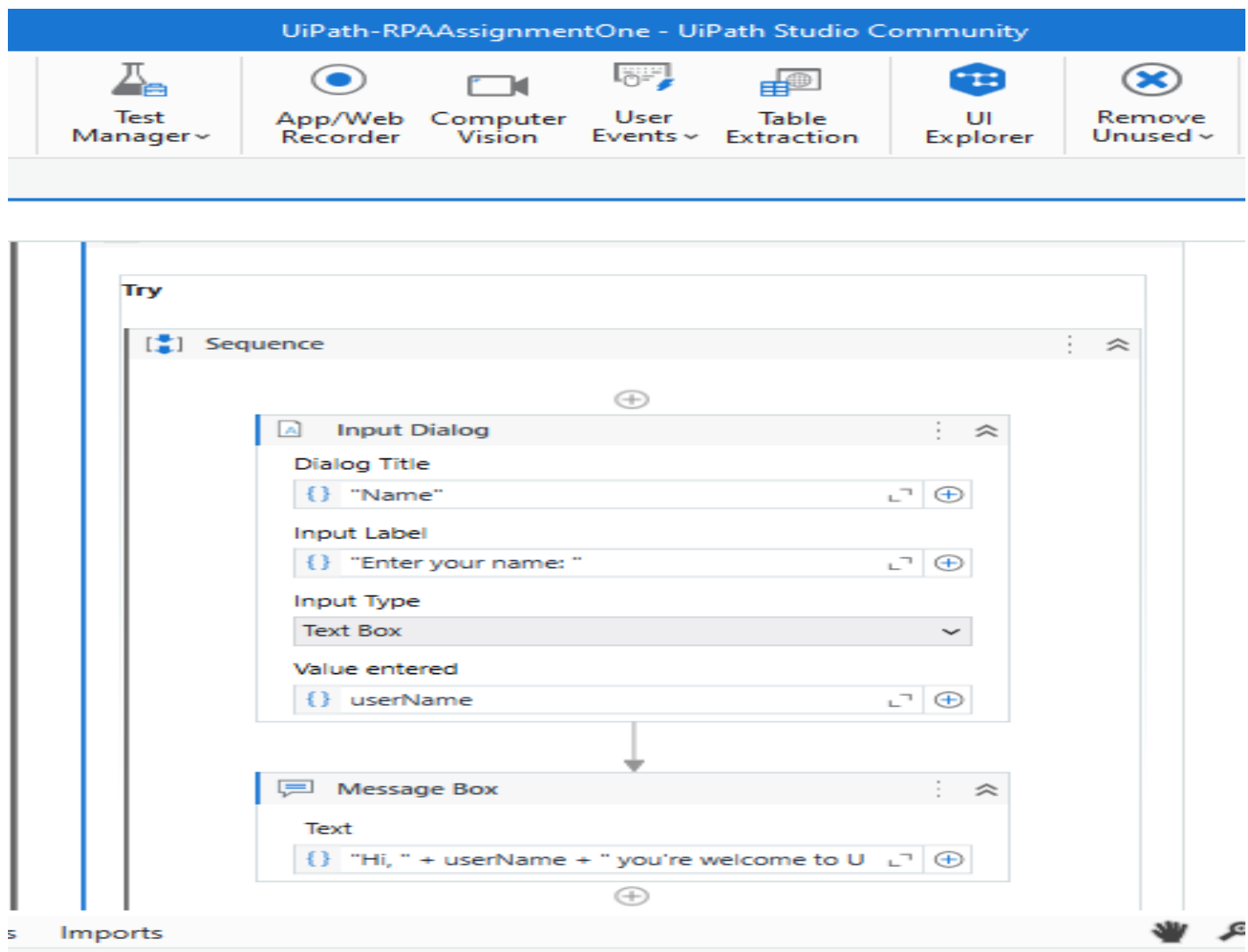
Name	Variable type	Scope	Default
userName	String	Main Sequence	Enter a VB expression
num1	Int32	Main Sequence	8
num2	Int32	Main Sequence	5
results	Int32	Main Sequence	num1 + num2
reply	String	Main Sequence	Enter a VB expression
Create Variable			

Variables Arguments Imports 89.65%

- Next, I added a **Try Catch** activity to the Main Sequence to be able to handle runtime errors in the program when user provides an invalid input.

- Now, my goal is to accept input from the user and display a message with the user's name in it. So, I added the **Input Dialog** activity onto the **Try Catch** activity in order to accept user input without having runtime errors (as shown in **Fig 1.1** below).
- I filled in the fields; Dialog Title, Input Label with 'String-typed' information to guide the user on what to do next (as shown in **Fig 1.1** below).
- The data collected from this Input Dialog is being stored in the **userName** variable (as shown in **Fig 1.1** below).
- Finally, I added a **Message Box** activity to display the user's name from the **userName** variable concatenated with a piece of message (as shown in **Fig 1.1** below).

Fig 1.1



Results for Task 1

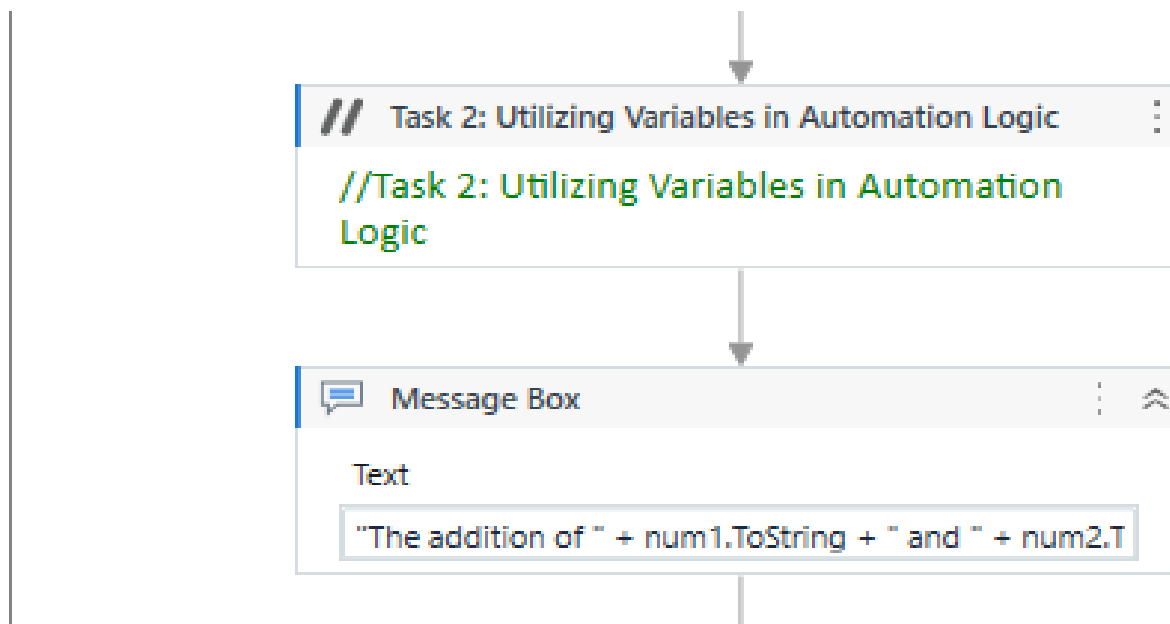


Task 2: Utilizing Variables in Automation Logic

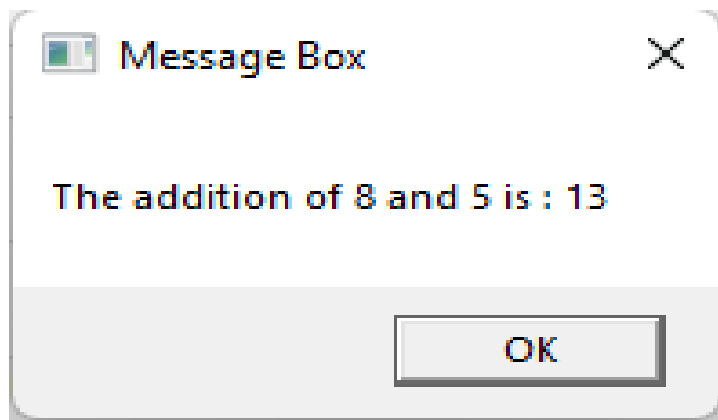
For this task, I designed a workflow that adds two numbers. Here are the steps I followed:

- Since I have already defined and assigned values to all the variables needed for this program (as shown in **Fig. 1.0** above), there is no need for me to recreate them again.
- In **Fig. 1. 0**, **num1** and **num2** variables has been assigned values; **8** and **5** respectively.
- I created a variable named **results** and assigned it to store the sum of the values of **num1** and **num2** variables which has been written as **num1 + num2** as **default** value of the **results** variable (as shown in **Fig. 1.0** above).
- Here I had to display the value of the **results** variable, so I added a **Message Box** activity to the Main Sequence beneath the first 'Try Catch' activity.
- Then passed a message into the Message Box which contains text strings and variables concatenated at their respective portions of display within the text.
- In this message I type casted those integer variables to String which prevents syntax errors and also make the whole message act just like a String using **ToString()** (as shown in **Fig. 2. 0** below).

Fig 2. 0



Results for Task 2



Task 3: Working with RPA Concepts

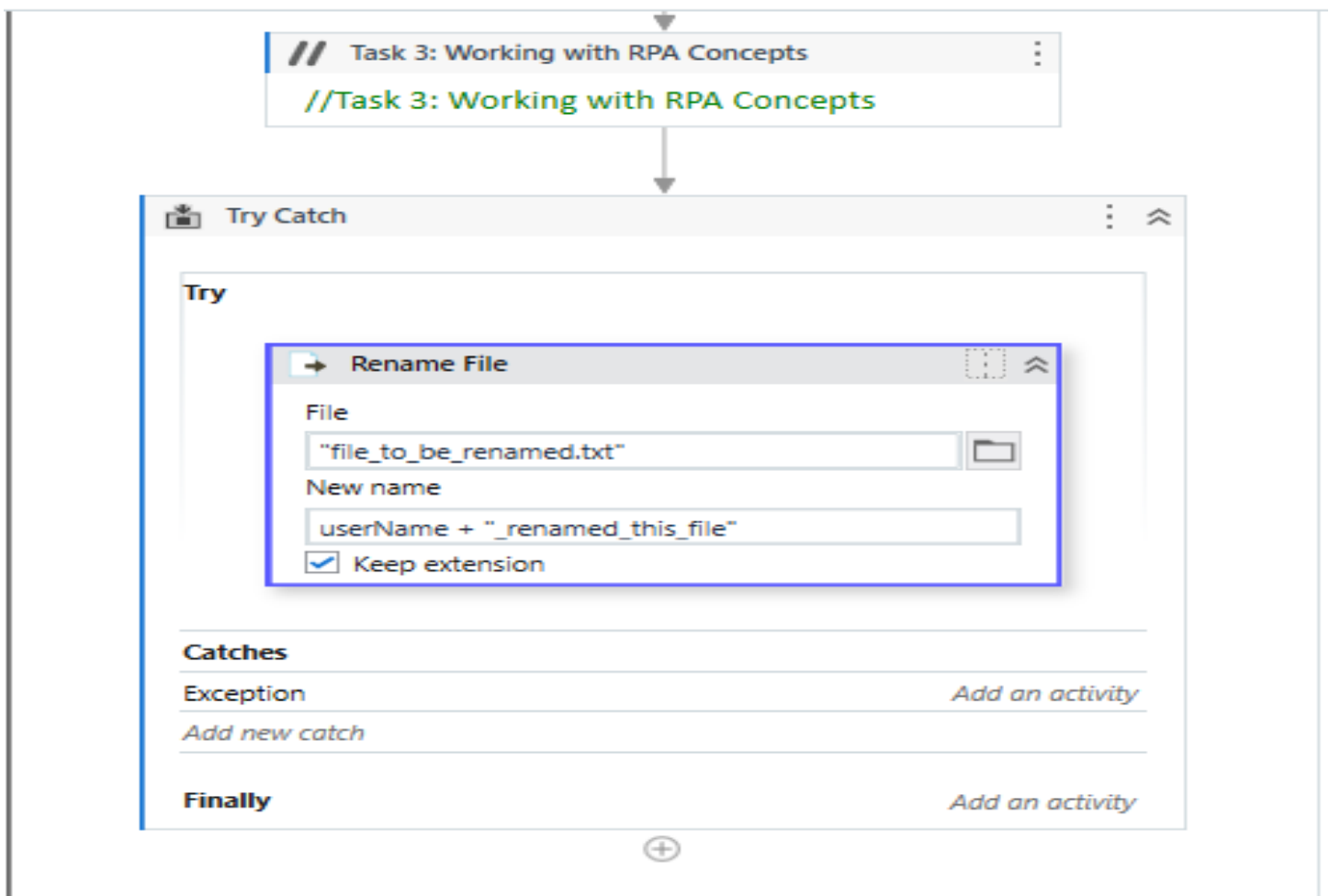
For this task, I designed a workflow to rename a file. Here are the steps I followed.

- Just beneath the `Message Box` of Task 2, I added a **Try Catch** activity.
- And on the **Try Catch** activity, I added a **Rename file** activity which has two fields that takes the file path of the file I want to rename (`'file_to_be_renamed.txt'`) in the first field. And takes the new file name (`userName + "_renamed_this_file"`) in the last field where *userName* is a variable which had already stored the user's name as **"James Tetteh Totimeh"** from the Input dialog (see **Fig 3.0** below).

Fig 3.0

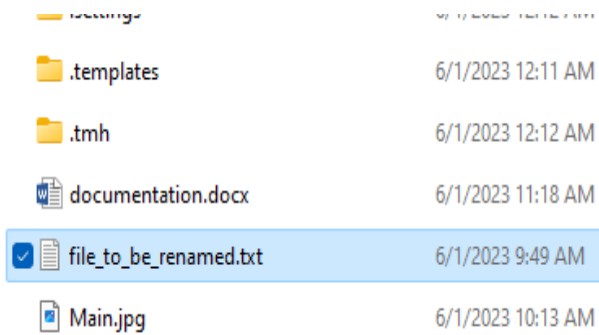
NB: I initially had “file_to_be_renamed.txt” file in my working directory before using it in this process. Otherwise, there will be an exception which will definitely be handled by the **Catches** block of the **Try Catch** activity (as shown in **Fig 3.1** below).

Fig 3.1



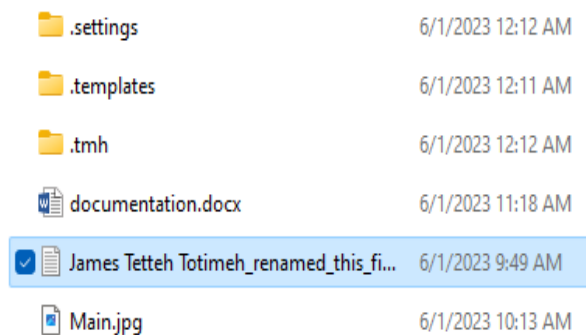
Results for Task 3

Fig 3.1: Before execution



Settings	6/1/2023 12:11 AM
.templates	6/1/2023 12:11 AM
.tmh	6/1/2023 12:12 AM
documentation.docx	6/1/2023 11:18 AM
<input checked="" type="checkbox"/> file_to_be_renamed.txt	6/1/2023 9:49 AM
Main.jpg	6/1/2023 10:13 AM

Fig 3.2: After execution



.settings	6/1/2023 12:12 AM
.templates	6/1/2023 12:11 AM
.tmh	6/1/2023 12:12 AM
documentation.docx	6/1/2023 11:18 AM
<input checked="" type="checkbox"/> James Tetteh Totimeh_renamed_this_fi...	6/1/2023 9:49 AM
Main.jpg	6/1/2023 10:13 AM

CHALLENGES FACED DURING THIS ASSIGNMENT

I did not really find things tough like I expected, while doing this assignment but I would say that, because I am not familiar with all the Activities in UiPath Studio, I thought renaming a file would be a bigger task which would involve me in many processes. But I went into the Activities' search box and searched for words related to 'rename file' and I finally found the right activity for renaming a file.