# Assignment 4

## Problem #1. Play with Flowcharts and Sequences

**Perform the following steps:**

1. First, add a **Flowchart** from the Activities panel into the Designer panel.
2. Add a **Sequence** activity within the Flowchart.
3. Take **two Input dialog activities** (for entering the numbers to be added) inside the Sequence activity.
4. 4. Create the **variables** x and y to save the values.
5. Next, add a **Message box activity** to perform a mathematical operation. In our case, the sum of the two numbers is less than 20: x + y < 20
6. Now, add a **Flow Decision** activity to check the mathematical operation.
7. If true, the **Flow Decision** will flow toward the true branch. Otherwise, it will flow towards the false branch.

## Problem #2. Play with Loops and Decision Making

In the following example, we will see how an integer variable will increase from 5 to 50 in increments of 5.

**Perform the following steps:**

1. On a Blank project, add a Sequence activity.
2. Now, create an integer type variable x. Set its default value to 5.
3. Next, add a While activity to the Sequence.
4. In the condition field, set x <50.
5. Add an Assign activity to the body section of the While loop.
6. Now, go to the Properties panel of the Assign activity and type in the text field integer variable for value field integer x+5
7. Drag and drop a Write line activity and specify the variable name x and apply the ToString method on this variable.

## Problem #3. Play with Switch Activity

Let's see an example where we have to check whether a given number is odd or even. We know that all odd numbers, when divided by 2, leave a remainder of 1. On the other hand, even numbers, on being divided by 2, leave a remainder of 0. Hence, we will have two cases getting a remainder of 1 or 0.

**Perform the following steps:**

1. Add a Sequence activity.
2. Add an Input dialog activity inside the Sequence.
3. Now, create an integer type variable k.
4. Specify the newly created variable's name in the Result property inside the Properties panel.
5. Add the Switch activity under the Input dialog activity.
6. In the Expression field, set k mod 2 check whether the number is divisible by 2 or not.
7. Add a Write line activity to the Default section and type ***k.ToString + “is an Even Number ”*** in the text field.
8. Now, create Case 1, add the one other Write line activity to it, and type k.ToString + “is an Even Number ” in the text field:

## Problem #4. Use App/Web Record to Clean up Spam Folder from your Gmail account.

All you need to do here is Create a workflow using the Recording feature in UiPath.