PRACTICAL NO. 3

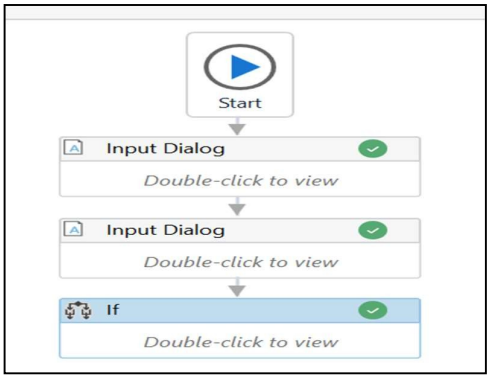
A. Aim: Create an automation UiPath using decision statements.

i. If Activity:

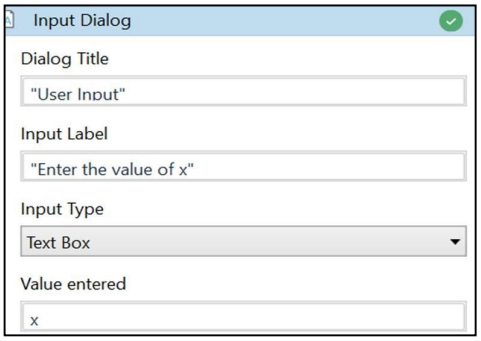
Steps: -

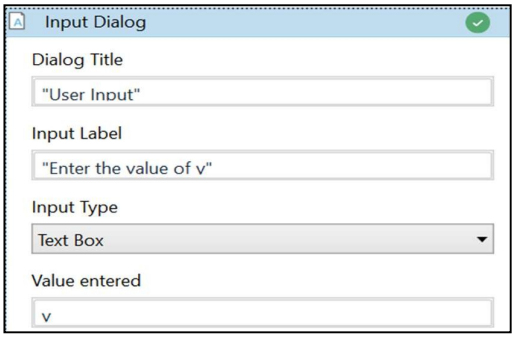
Step 1: Open UiPath Studio. Start a BlankProcess.

Step 2: Add a Flowchart from the Activities panel.



Step 3: Add two Input dialog activities. Create two integer variables, x and y.



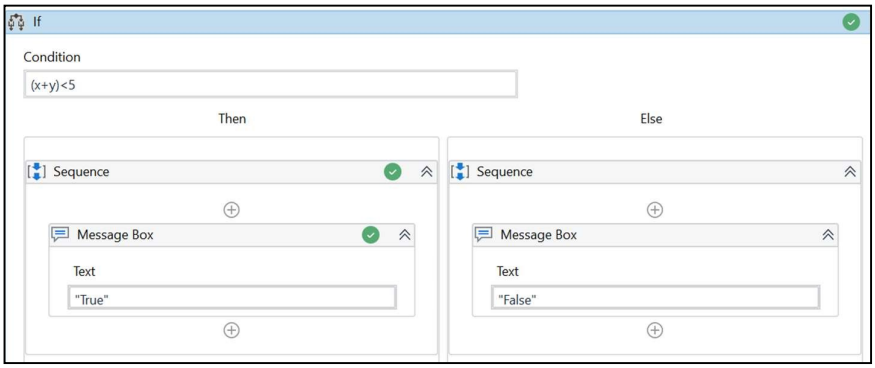


Step 4: In the Properties panel, change the label name and title name of both the Input dialog activities.

Step 5: Now, specify these names of these two variables in the Result property of both the Input dialog activities.

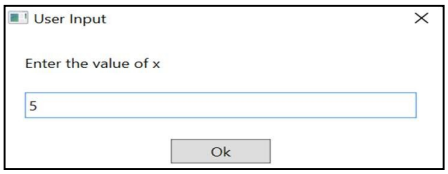
Step 6: Now add the If activity to the Designer panel:

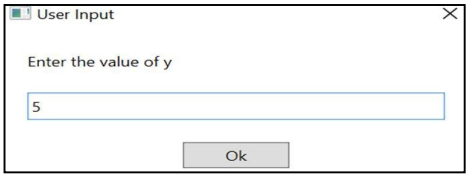
Step 7: In the condition part, x+y<2, check whether it is true or false. Add two Write line activities and type “True” in one and “False” in the other:

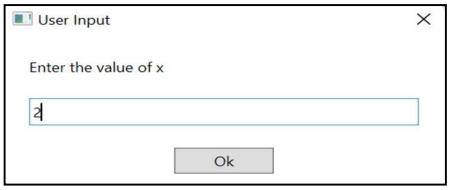


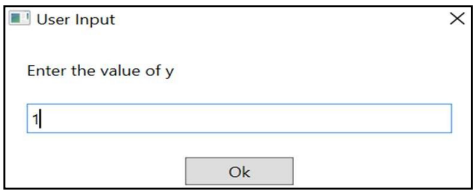
Step 8: Run

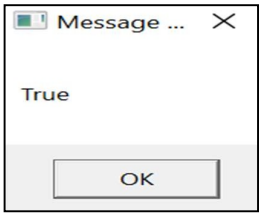
Output:











ii. Flow decision:

Steps: -

Step 1: First, add a Flowchart from the Activities panel into the Designer panel.

Step 2: Add a Sequence activity within the Flowchart.

Step 3: Take two Input dialog activities (for entering the numbers to be added) inside the Sequence activity.

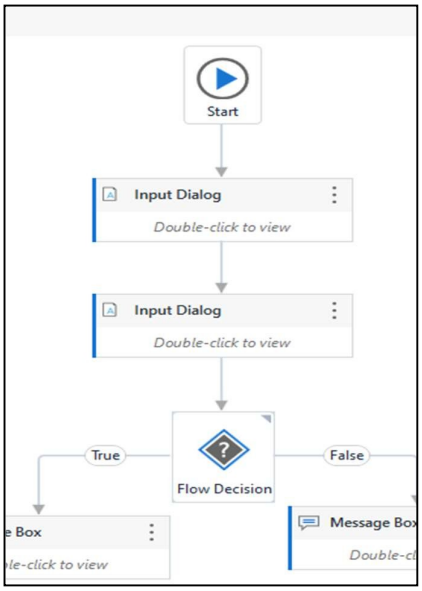
Step 4: Create the variables **a** and **b** to save the values. Assign these variables in Input dialog activity.

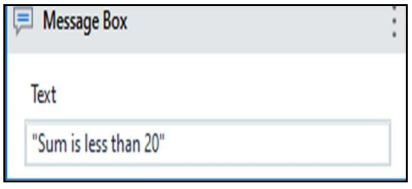
Step 5: Next, add a Message box activity to perform a mathematical operation. In our case, the sum of the two numbers is less than 20:

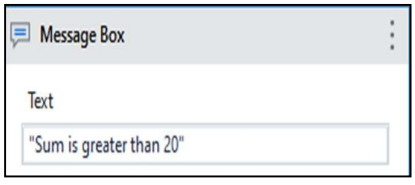
a + b < 20

Step 6: Now, add a Flow Decision activity to check the mathematical operation.

Step 7: If true, the Flow Decision will flow toward the true branch. Otherwise, it will flow towards false branch.

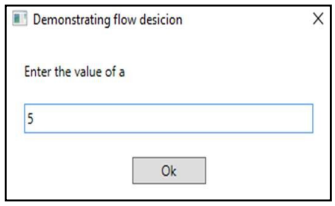


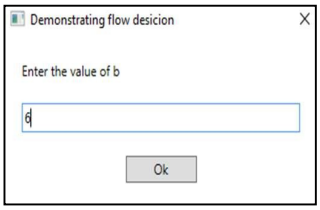


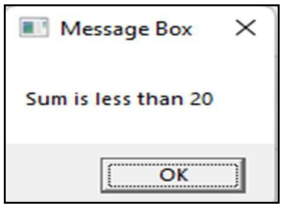


Output:

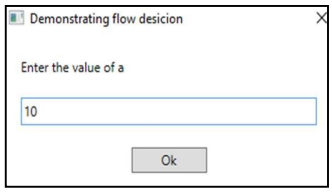
1) Sum is less than 20:

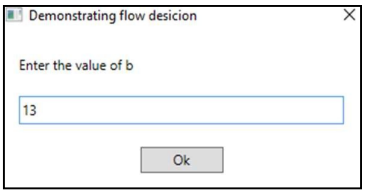


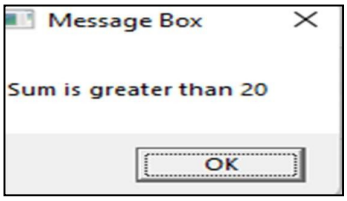




2) Sum is greater than 20:







Conclusion:

The practical to demonstrate an automation in UiPath using decision statements was successfully executed.

B. Aim: Create an automation UiPath using looping statements.

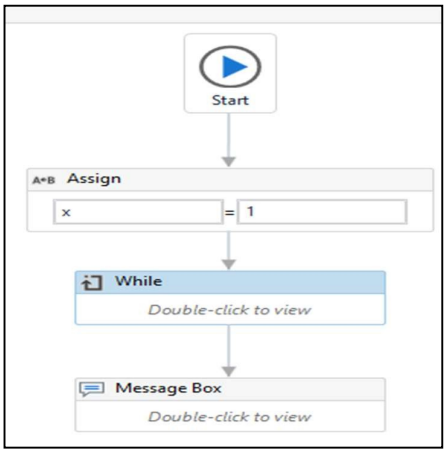
i. While

Steps: -

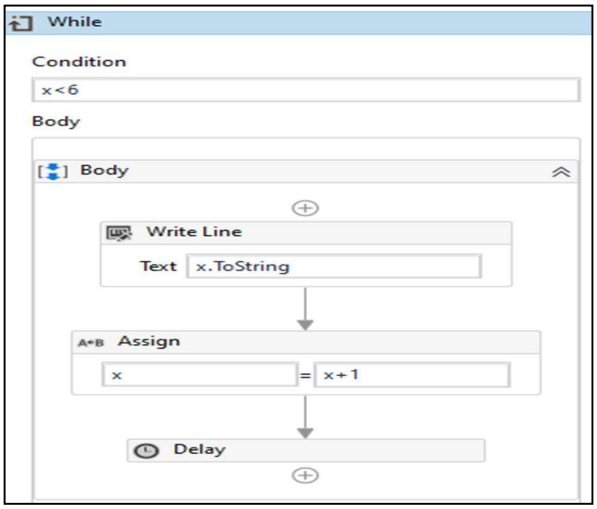
Step 1: Open UiPath Studio. Start a BlankProcess. Give it a name**.**

Step 2: Add flowchart in the Designer Panel, then add a Sequence.

Step 3: Add Assign Activity under sequence.



Step 4: Create an integer variable x in the result under property panel and save it. Assign x=1



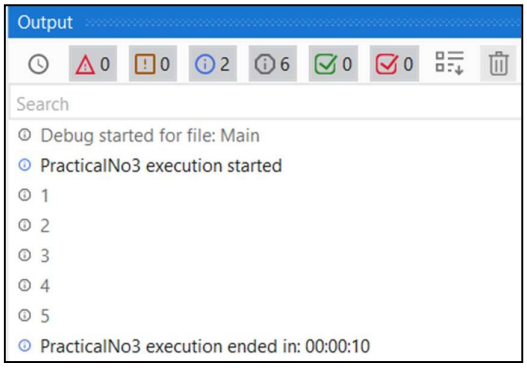
Step 5: Add a While activity from the Activities panel.

Step 6: In the body section of the While activity, add an Writeline activity and type in text field as: x.ToString.

Step 7: Under Writeline Activity again take Assign Activity**.** Set x = x+1 in the value section of the Assign activity to increment the result each time by 1 until the loop is executed.

Step 8: In the condition section, set the condition x<6.The loop will continue until the condition holds true.

Step 9: Run.



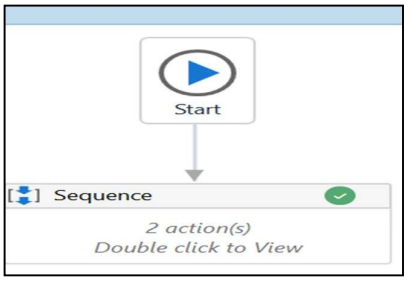
ii. Do…While

Steps: -

Step 1: Open UiPath Studio. Start a BlankProcess. Give a name to it.

Step 2: Add flowchart in the Designer Panel, then add a Sequence.

Step 3: Add Assign Activity under sequence.

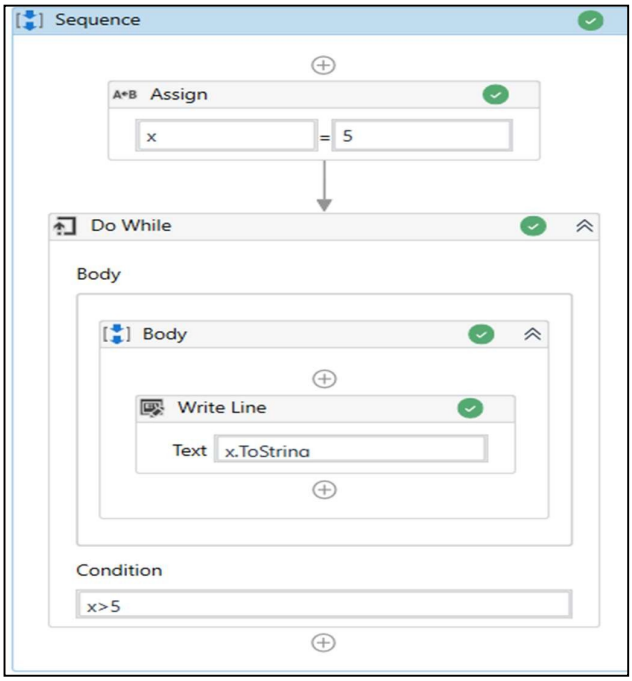


Step 4: Create an integer variable x in the result under property panel and save it. Assign x=5

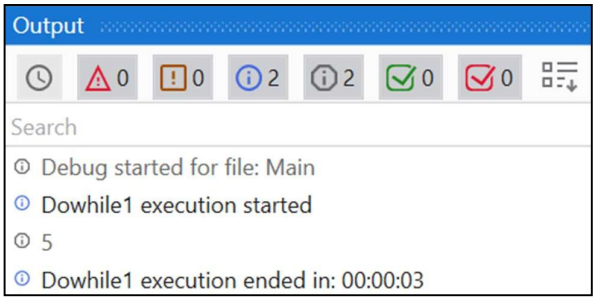
Step 5: Add a Do while activity from the Activities panel.

Step 6: In the body section of the Do while activity, add an Writeline activity and type in text field as: x.ToString.

Step 7: In the condition section, set the condition x>5.


Sequence
Assign
x
=
5
Do While
Body
Body
Write Line
Text
x.ToString
Condition
x>5

Step 8: Run


Output
0
0
2
2
0
0
Search
Debug started for file: Main
Dowhile1 execution started
5
Dowhile1 execution ended in: 00:00:03

iii. For each

Steps: -

Step 1: Open UiPath Studio. Start a Blank Process and give a name to it.

Step 2: Add a Flowchart activity in the workflow.

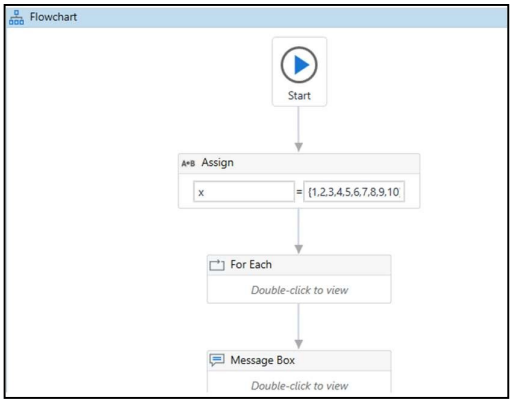
Step 3: Next, add a For each activity inside the flowchart.

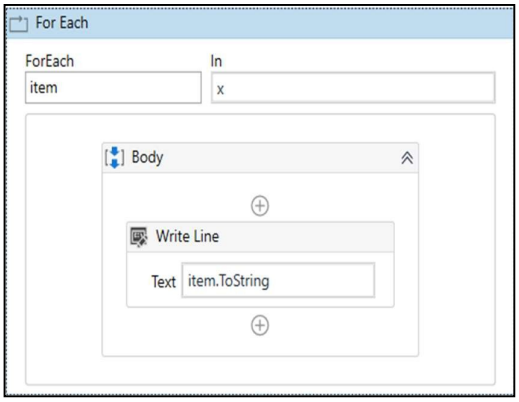
Step 4: Create two variables; an integer variable named item, and an array integer variable named x. Then, set them to the text field.

Step 5: Now, assign a default value to the integer variable x.

Step 6: Under the For Each activity, add a Write line activity.

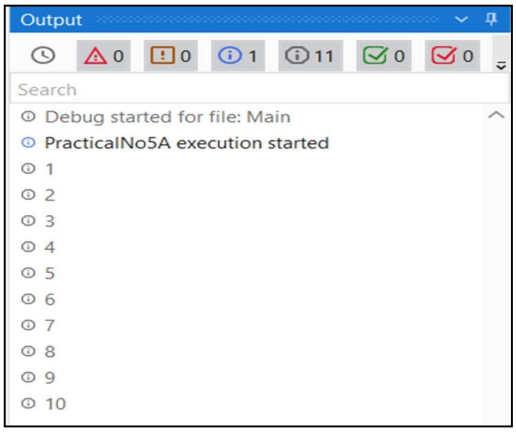
Step 7: In the Write line activity, type item.ToString in the text field.





Step 8: Debug file. It will display the elements one by one, as shown in the following screenshot.

Output:

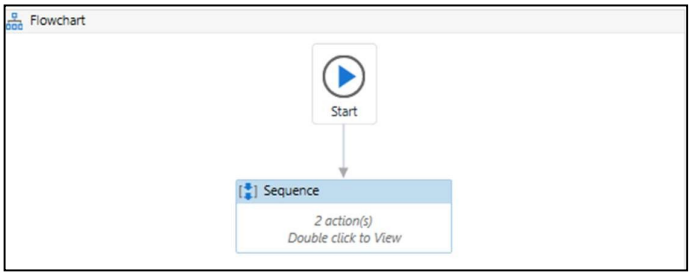


iv. Switch:

Steps: -

Step 1: Open UiPath Studio.Start a Blank Process and give a name to it.

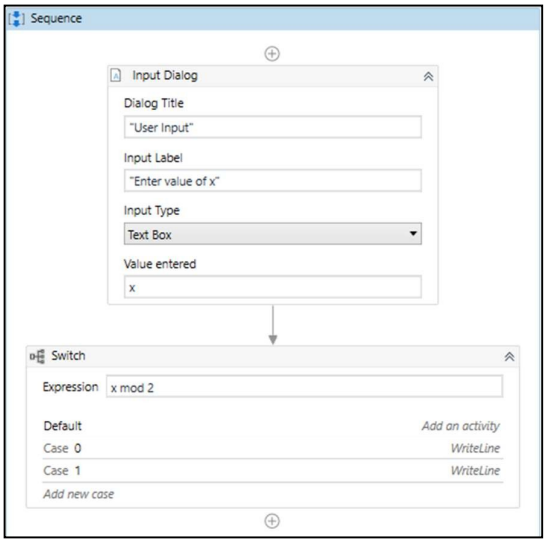
Step 2: Add flowchart and inside it add a Sequence activity.



Step 3: Add an Input dialog activity inside the Sequence. Create variable x of type int.

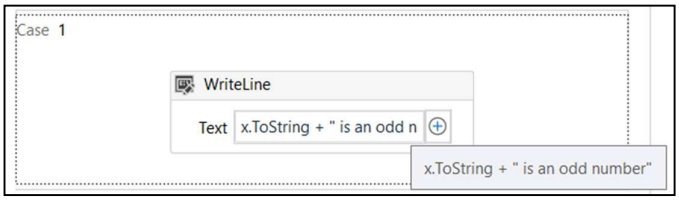
Step 4: Add the Switch activity under the Input dialog activity.

Step 5: In the Expression field, set x Mod 2 to check whether the number is divisible by 2 or not.



Step 6: Add a Write line activity to the Default section i.e. case 0 and type in the text field, x.Tostring + " is an even number."

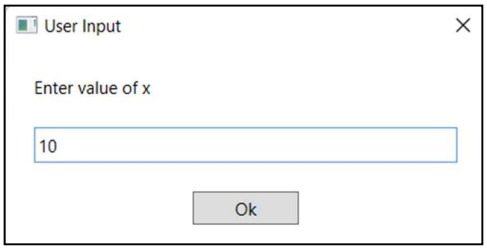
Step 7: Now, create Case 1, add the one other Write line activity to it, and in the text field, x.Tostring + " is an odd number."

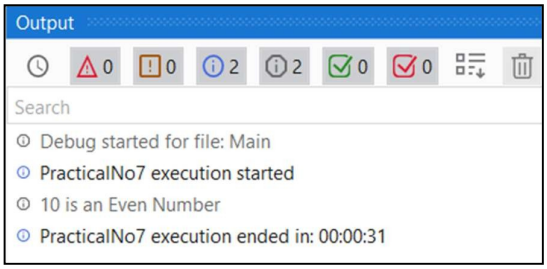


Step 8: Run.

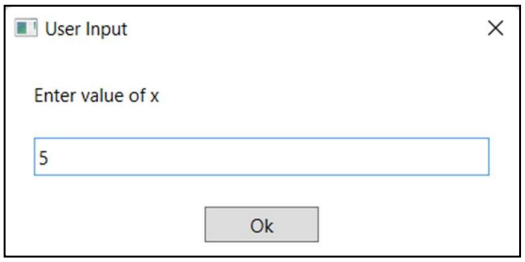
Output:

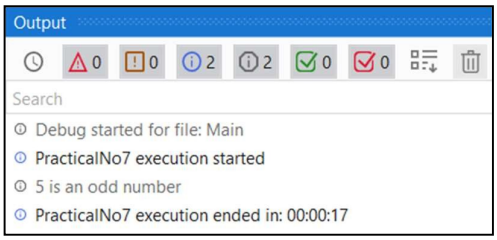
Checking the condition for an Even number:





Checking the condition for an Odd number:





Conclusion:

The practical to create an automation in UiPath project using decision statements was successfully executed.