PRACTICAL NO. 10

A. Aim: Automate the process of logging and taking screenshots in UiPath Studio.

Steps: -

Step 1: Open UiPath Studio.

Step 2: Start a BlankProcess. Give the BlankProcess a name

Step 3: Drag and drop Sequence Activity.

Step 4: Now drag and drop Write Cell Workbook Activity from the Activity Panel in the Sequence Activity.

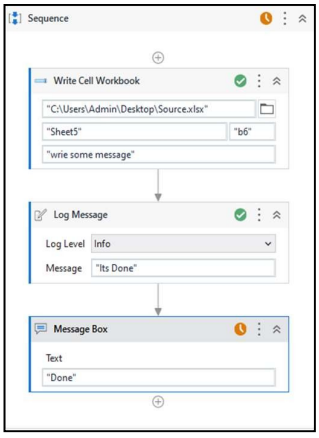
Step 5: Create an excel file and save it. Give a desired path of excel file and assign sheet name. Also assign cell value("B6"). In the text property type anything you want.

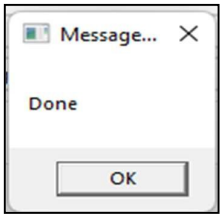
Step 6: Take a Log Message Activity in the Sequence Activity and connect it with the Write Cell Workbook Activity. In the log level select "Info" from the drop-down list and in Text field type "Done".

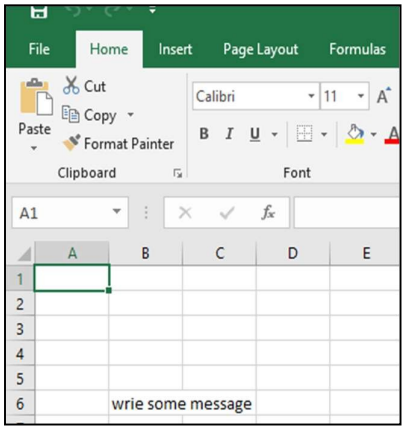
Step 7: Run.

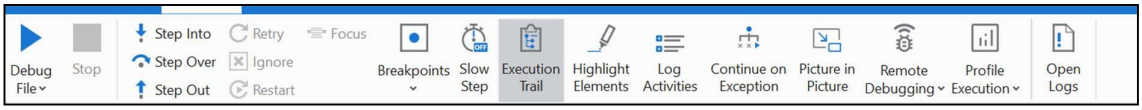
Step 8: Logs details can be viewed in Open Logs in Debug option of Ribbon Panel.

Output:









Conclusion

The practical to automate the process of logging and taking screenshots was successfully executed.

B. Aim: Automate any process of using State Machine

Steps: -

Step 1: Open UiPath Studio.

Step 2: Start a BlankProcess. Give the BlankProcess a name

Step 3: Drag and drop Flowchart Activity.

Step 4: There are two activities specific to State Machines. They are State and Final State

Step 5: The State activity consists of three sections Entry, Exit, and Transitions, while the Final State only contains Entry.

Step 6: State activity: Transitions contain three sections Trigger, Condition, and Action.

Step 7: Connect three state activity along with final activity.

Step 8: Name the three states activity as IDLE, COOLING, HEATING.

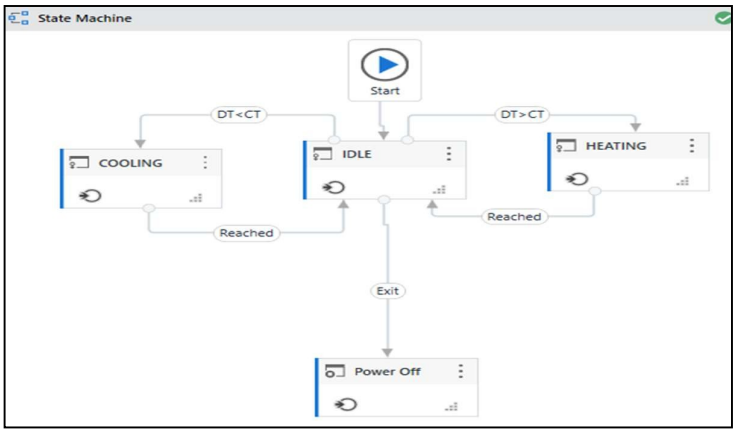
Step 9: Name the final activity as Power Off.

Step 10: Connect IDLE to COOLING and vice versa. A transition TI from IDLE to COOLING is named as DT< CT and transition T2 from COOLING to IDLE is named as Reached.

Step 11: Connect IDLE to HEATING and vice versa. A transition T3 from IDLE to HEATING is named as DT > CT and transition T4 from HEATING to IDLE is named as Reached.

Step 12: Connect IDLE to Power Off. A transition T5 from IDLE to Power Off is named as Exit.

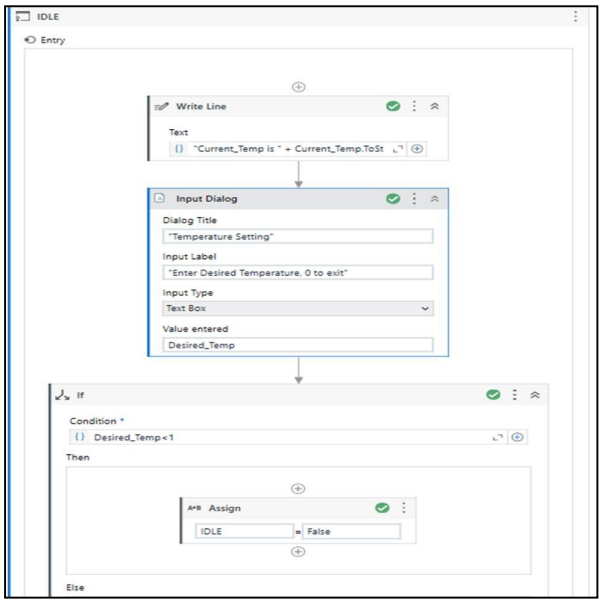
Step 13: Create a variables of type integer(Int32) as Current_Temp and Desrired_Temp. Set the default value as 24 for Current_Temp and save it. Create another variable of type Boolean as IDLE and set the defaukt value as True and save it.

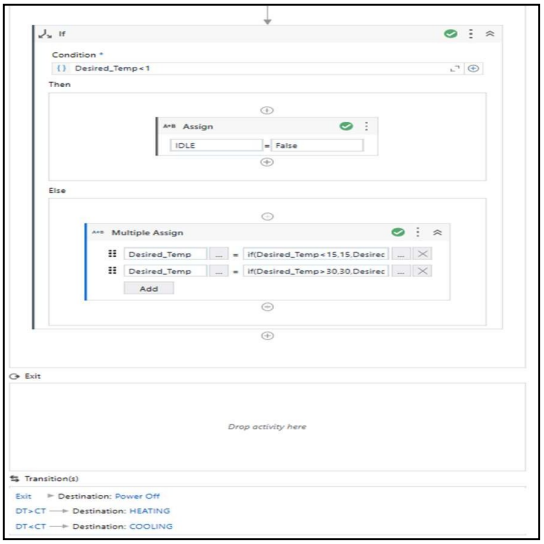


Step 14: In IDLE state for Entry drag and drop WriteLine Activity. In the text field type “Current_Temp is ” + Current_Temp.ToString + “Degree Celsius” .

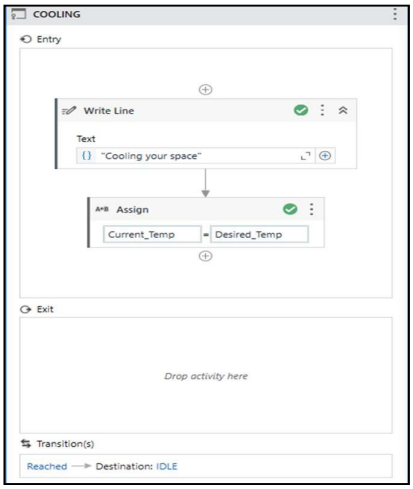
Step 15: Connect an Input Dialog Box Activity to the WriteLine Activity. Give a dialog title, for Input Lable type “Enter Desired Temperature, 0 to exit”. Type Desired_Temp for value entered field.

Step 16: Now take If Activity under Input Dialog Box. Set the condition as Desired_temp<1 and drag and drop Assign Activity in the then part. Set IDLE = False for Assign Activity. Drag and drop Multiple Assign Activity for else part. Assign first value as Desired_Temp = if(Desired_Temp<15,15,Desired_Temp). Assign second value as Desired_Temp = if(Desired_Temp>30,30,Desired_Temp).

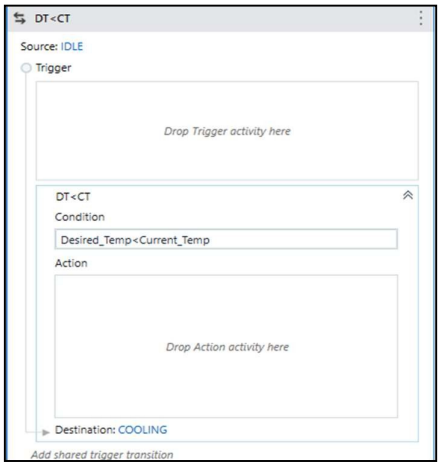


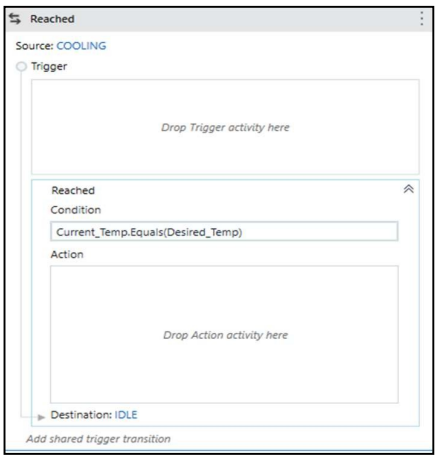


Step 17: In COOLING state for Entry drag and drop WriteLine Activity. In the text field type “Cooling your Space”. Connect an Assign Activity to the WriteLine Activity. Set the value as Current_Temp = Desired_Temp field.

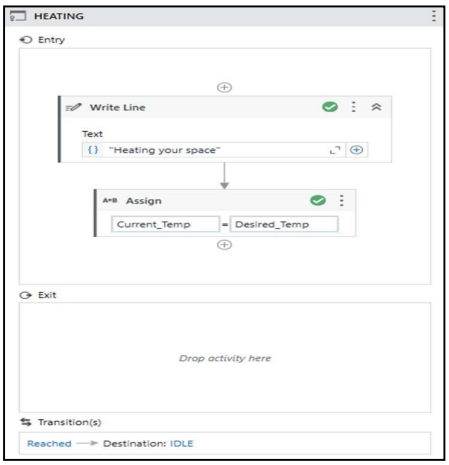


Step 18: The transition DT<CT set the condition as Desired_Temp<Current_Temp. Also for transition Reached set the condition as Current_Temp.Equals(Desired_Temp).

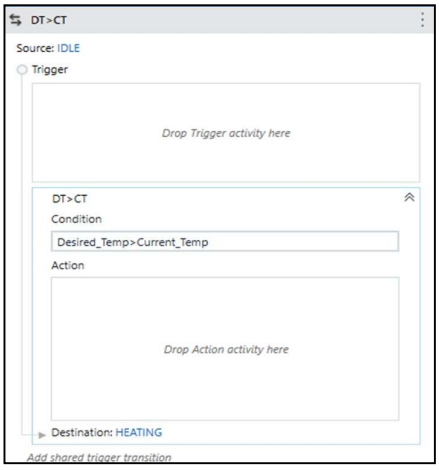


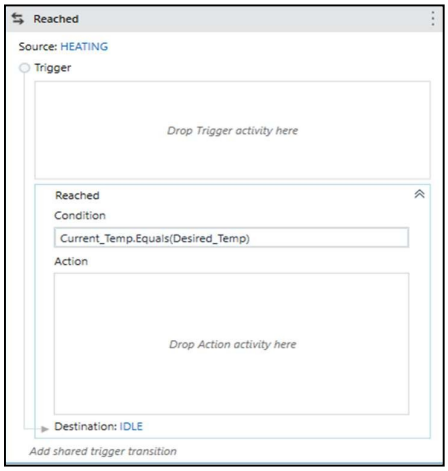


Step 19: In HEATING state for Entry drag and drop WriteLine Activity. In the text field type "Heating your Space". Connect an Assign Activity to the WriteLine Activity. Set the value as Current_Temp = Desired_Temp field.



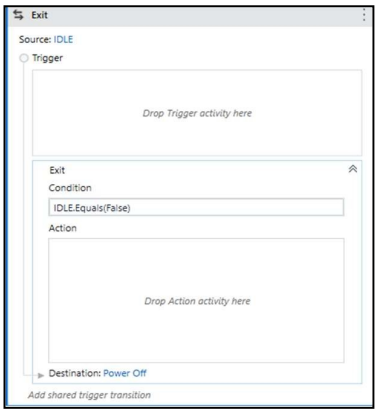
Step 20: The transition DT>CT set the condition as Desired_Temp>Current_Temp. Also for transition Reached set the condition as Current_Temp.Equals(Desired_Temp).

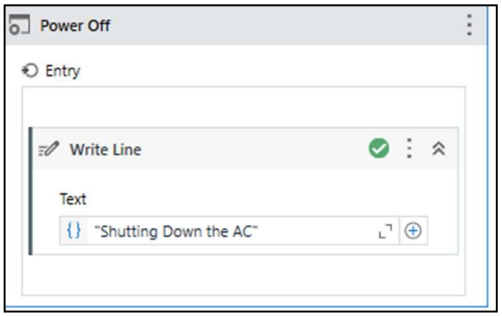




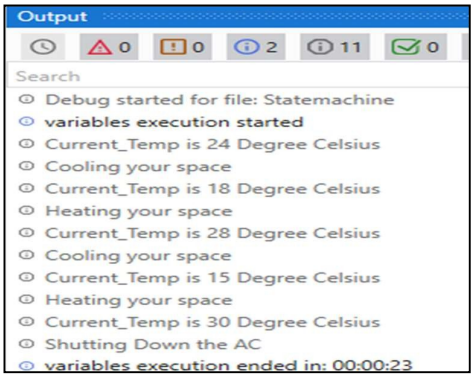
Step 21: For the transition Exit set condition IDLE.Equals(False).

Step 22: In Power Off state for Entry drag and drop WriteLine Activity. In the text field type "Shutting Down your AC". Hit the Run Button.





Output



Conclusion

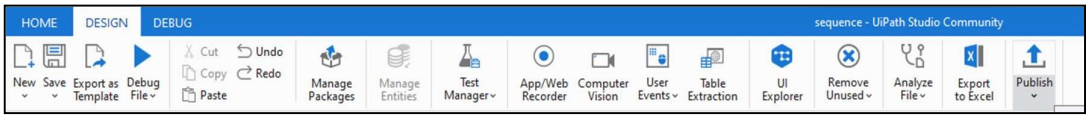
The practical to automating any process using State Machine was successfully executed.

C. Aim: Demonstrate the use of publish utility.

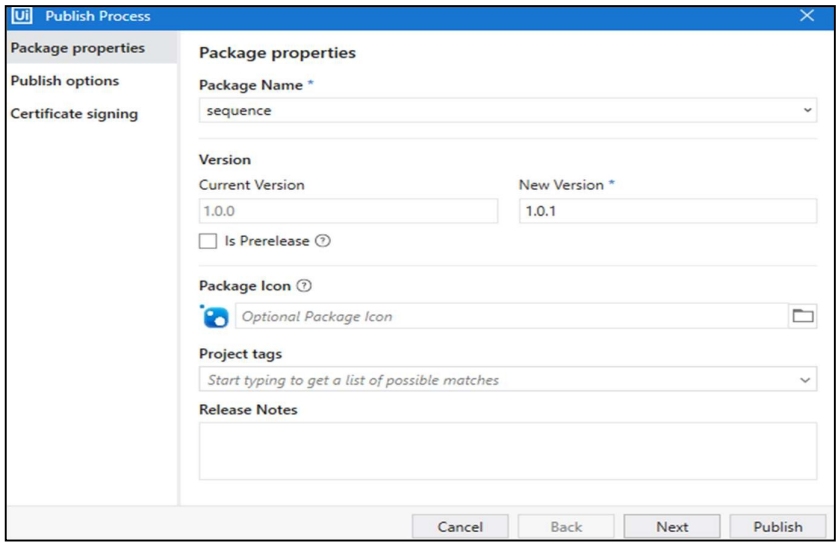
Steps: -

Step 1: First, open UiPath Studio, create a new project, and give it an appropriate name.

Step 2: Go to the Design in the Ribbon and click on the Publish button.



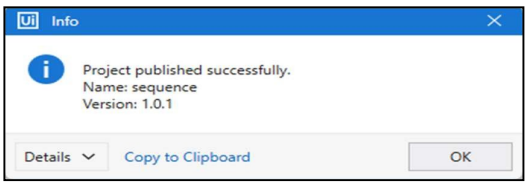
Step 3: A dialog box will appear rename your project, get updates to the new version, etc . Then click on publish.



Step 4: Now check whether the project has been published successfully or not.

Step 5: If the workflow has been published successfully, then a dialog box will appear containing all the necessary data required to run that workflow from Orchestrator.

Output:



Conclusion:

The practical to demonstrate the use of publish utility was successfully executed.