

RPA Specialization

Course 4: Control Flow in RPA

Practice Exercise-If Activity

If Activity

Build a workflow using an If activity, which asks whether the user will get the second Marshmallow.

- Ask the user, "When do you want to eat your first Marshmallow? Choose from the following options: 1. Now, 2. After 5 minutes"
- If the user answers "Now", respond with "Oops! You will not get the second Marshmallow"
- If the user answers "After 5 minutes", respond with "Congrats! You will also get the second Marshmallow"
- If the answer is other than "Now" or "After 5 minutes", respond with "Invalid Input"

Process Overview

- START
- Use an Input Dialog activity to ask the user, "When do you want to eat your first Marshmallow? Choose from the following options: 1. Now, 2. After 5 minutes"
- Store user response in a **string** variable
- Use an If activity to check the user response
    - If the answer is "Now", use a Message Box activity to display "Oops! You will not get the second Marshmallow"
    - If the answer is "After 5 minutes", use a Message Box activity to display "Congrats! You will also get the second Marshmallow"
    - If the answer is other than "Now" or "After 5 minutes", use a Message Box activity to display "Invalid Input"
- STOP

Step-by-Step Process

Step 1: Open Studio.

Step 2: Create a new process and name it as "If Statement".

Step 3: Drag a Sequence activity from the Activities panel and drop it in the Designer panel.

Step 4: Name the Sequence activity as "Sequence – 'Marshmallow Game'".

Step 5: Right-click on the Sequence activity container and select *Annotations* from the context menu.

Step 6: Enter the annotation "This code is to ask the user whether he wants a second Marshmallow."

Step 7: Insert an Input Dialog activity within the Sequence activity and name it as "Input Dialog – 'Question'". Enter the annotation "Question to User".

Step 8: In the Input Dialog activity, enter values as shown below:

Dialog Title	Input Label	Input Type
"Question"	"When do you want to eat your first Marshmallow? Choose from the following options: " + Environment.NewLine + "1. Now" + Environment.NewLine + "2. After 5 minutes"	Text Box

Step 9: In the Variables panel, create a variable for the above Input Dialog activity as shown below:

Name	Variable type	Scope	Default
UserInput	String	Sequence – 'Marshmallow Game'	

Step 10: Go to the Properties panel of the Input Dialog activity and insert **UserInput** in its Output property.

Step 11: Insert an If activity below the Input Dialog activity and name it as "If - To check if the user input is 'Now'". Enter annotation: "This activity judges the User Input whether it is "Now", "After 5 minutes" or "Invalid"".

Step 12: In the condition input area of If activity, enter the expression: **UserInput = "Now"**.

Step 13: Insert a Message Box activity in the **Then** section of the If activity and name it as "Message Box - Failed". Enter annotation: "Prints Fail message".

Step 14: In the Message Box activity, enter the text "Oops! You will not get the second Marshmallow."

Step 15: Insert a second If activity, name it as “If - To check User input is 'After 5 minutes'”, add an annotation “Check whether the input contains ‘After 5 minutes’ or Invalid input” within the **Else** section of the first If activity.

Step 16: In the condition input area of the second If activity, enter the expression: **UserInput = “After 5 minutes”**.

Step 17: Insert a Message Box activity in the **Then** section of the second If activity and name it as “Message Box - Success”. Add an annotation: “Prints Success message”.

Step 18: In the Message Box activity, enter the text “Congrats! You will get the second Marshmallow.”

Step 19: Insert another Message Box activity in the **Else** section of the second If activity and name it as “Message Box – Invalid Input”. Add an annotation: “Prints Invalid Input message”.

Step 20: In the Message Box activity, enter the text “Invalid Input”

Step 21: Save and Run the workflow.