

RPA Specialization

Course 4: Control Flow in RPA

Practice Exercise-Switch Activity

Switch Activity

Build a workflow using Switch activity that asks the user their eye color and displays their personality type in a message box.

- Ask the user for their eye color
- If the user chooses “Blue”, respond with “You must be very Brave!”
- If the user chooses “Green”, respond with “You must be Generous!”
- If the user chooses “Gray”, respond with “You must be very Wise!”
- If the user chooses “Black”, respond with “You must be very Bold!”
- If the user chooses “Other”, respond with “Your eyes are unique!”

Process Overview

- START
- Use an Input Dialog activity to get the eye color input of the user
- Use a Switch activity to compare the input with four different cases – Blue, Green, Gray, and Black
- Use Message Box activities to display the result of each case:
  - For “Blue”, display “You must be Brave!”
  - For “Green”, display “You must be Generous!”
  - For “Gray”, display “You must be very Wise!”
  - For “Black”, display “You must be very Bold!”
  - For “Other”, display “Your eyes are unique!”
- STOP

Step-by-Step Process

Step 1: Open Studio.

Step 2: Create a new process and name it as “Switch Activity”.

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 – ‘Create a Robot that asks user their eye color’”

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

Step 6: Enter the annotation “This block of code is executed using Switch Activity.”

Step 7: Insert an Input Dialog activity, name it as “Input Dialog – ‘Question’”, Add an annotation “Question to User” and enter the values as shown below:

Dialog Title	Input Label	Input Type	Input Options	Value
“Question”	“Choose the color of your eye:”	Multiple Choice	“Blue;Green;Gray ;Black;Other”	Eye Color

Step 8: In the Variables panel, create a variable for the above Input Dialog activity as shown below:

Name	Variable type	Scope	Default
EyeColor	String	Sequence – ‘Create a Robot that asks user their eye color’	

Step 9: Go to the Properties panel of the Input Dialog activity and insert **EyeColor** in its Output property.

Step 10: Drag and drop a Switch activity below the Input Dialog activity, name it as “Switch - Eye Color” and Add an annotation “Switch activity compares input with four different cases – Blue, Green, Gray, and Black.”

Step 11: In the Properties panel of the Switch activity, ensure that the TypeArgument property is **String**.

Step 12: In the Expression text area of the Switch activity, enter the variable **EyeColor**.

Step 13: In the Default section of the Switch activity, insert a Message Box activity and name it as “Message Box - Default”. Add an annotation: “Prints default message”

Step 14: In the text area of the Message Box activity, enter the text “Can’t recognize that color!”

Step 15: Add a new case in the Switch activity by clicking ‘Add new case’ option available. Enter “Blue” in the text area of ‘Case value’.

Step 16: In the ‘Case Blue’ section, add a Message Box activity, and name it as “Message Box - Case Blue”. Add an annotation “Prints Case Blue message” and in the text area, enter “You must be very Brave!”

Step 17: Add a new case and enter “Green” in the text area of the ‘Case value’.

Step 18: In the ‘Case Green’ section, add a Message Box activity, name it as “Message Box - Case Green”. Add an annotation “Prints Case Green message” and in the text area, enter “You must be very Generous!”

Step 19: Add a new case and enter “Gray” in the text area of the ‘Case value’.

Step 20: In the ‘Case Gray’ section, add a Message Box activity, name it as “Message Box - Case Gray”. Add an annotation “Prints Case Gray message” and in the text area enter “You must be very Wise!”

Step 21: Add a new case and enter “Black” in the text area of the ‘Case value’.

Step 22: In the ‘Case Black’ section, add a Message Box activity, and name it as “Message Box - Case Black”. Add an annotation “Prints Case Black message”.

Step 23: In the text area, enter “You must be very Bold!”

Step 24: In the ‘Other’ section, add a Message Box activity, and name it as “Message Box - Other”. Add an annotation “Prints Case Other message”.

Step 25: In the text area, enter “Your eyes are unique!”

Step 26: Save and Run the project.