Robotic Process Automation Design & Development

Competências Empresariais - Gestão TI

Live Training (também disponível em presencial)

- **Localidade:** Imprimir Curso
- **Data:** 17 Jul 2023
- **Preço:** 1695 € (A este valor acresce IVA à taxa legal em vigor)
- **Horário:** Laboral das 08h00 - 17h00
- **Nível:**
- **Duração:** 40h

Sobre o curso

The Robotic Process Automation (RPA) Design & Development course offers comprehensive knowledge and professional-level skills focused on developing and deploying software robots.

The course assumes no prior knowledge of RPA. It starts with the basic concepts of Robotic Process Automation. It further builds on these concepts and introduces key RPA Design and Development strategies and methodologies specifically in the context of UiPath products.

A student undergoing the course shall develop the competence to design and develop a robot for a defined process.

The course also prepares the student for – UiPath RPA Associate v1.0 Exam.

The course has a theory component associated with a practice/lab exercise component, as well as 6 Capstone Projects.

Esta formação é ministrada em Inglês.

Uma formação oficial UiPath, ministrada em parceria com a LLPA:

Destinatários

This course is intended for industry professionals and University Engineering students who want to acquire the skills of designing and developing automation projects for process automation.

Objetivos

- Prepare to become Junior RPA Developers.
- Learn the basic concepts of Robotic Process Automation.
- Develop familiarity and deep understanding of UiPath tools.
- Develop the ability to design and create robots for business processes independently.
- Develop skills required to pass UiPath RPA Associate v1.0 Exam.

Pré-requisitos

To understand and complete the course successfully, the student must have basic programming skills.

Metodologia

The 40-hour Theory course is divided into 8 lessons. The Lab component of the course consists of exercises mapped to the Theory portion. Each exercise helps the student practice and apply the skills learned in the Theory section of the course.

At the end of the course, the student can choose from 6 Capstone Projects. Each project involves application of all the concepts learnt during the course. The Capstone Projects are further divided into 4 basic projects and 2 advanced projects. The advanced projects are more challenging compared to the basic projects and require more efforts for successful completion.

Programa

- Robotic Process Automation Basics
- Introduction to UiPath
- Variables and Arguments
- Selectors
- Control Flow
- Data Manipulation

- Automation Concepts and Techniques
- Orchestrator

RPA Basics

- History of Automation
- Story of Work
- Introduction to RPA
- RPA vs. Automation
- RPA and AI
- RPA and Emerging Ecosystem
- Industries best-suited for RPA
- Processes best-suited for automation

Introduction to UiPath

- UiPath and its Products
- Robots and their Types
- Studio Overview
- Orchestrator
- UiPath Studio Installation & Updating
- The User Interface
- Features of Studio
  - Activities Packages
  - Managing Extensions
  - Reusing Automation Library
  - Version Control
  - Introduction to Automation Debugging
  - Activities Guide
- Building ‘Hello World’ Automation Project

Variables and Arguments

- Variables and their Types
- Variables Panel
- Scope of a Variable
- Arguments
- Arguments Panel
- Argument Directions
- Argument vs. Variables

Selectors

- UI Interactions
- Input Actions and Input Methods
  - Input actions: Click, Type Into, Send Hotkey
  - Input methods: Default, SendWindowMessages, Simulate Type/Click
- Containers
- Recording and its Types
- Selectors and their Types
  - Introduction to Selectors
  - Selector Editor
  - Full Selectors vs. Partial Selectors
  - Dynamic Selectors
  - Wildcards in Selectors
- UI Explorer
- Anchors
- Fine-tuning Selectors

Control Flow

- Sequences
- Control Flow and its Types
- Decision Control
  - If Statement
  - Switch Activity
  - If vs. Switch
- Loops
  - Do While
  - While
  - For Each
- Other Control Flow Activities
  - Delay
  - Break
  - Assign
  - Continue
  - Parallel
- Flowcharts
  - Introduction to flowcharts
  - Decision-making in flowcharts
  - Loops in flowcharts
  - Nesting flowcharts and sequences
  - Sequences vs. flowcharts

- Error Handling
  - Errors
  - Exceptions
  - Error handling approach
  - Error handling activities
    - Try Catch
    - Retry Scope
    - Global Exception Handler
  - Continue On Error
  - Best Practices for error handling

Data Manipulation

- Data Manipulation and Its Importance
  - Introduction to Data manipulation
  - Operations for Data manipulation
  - Data conversion
- String Manipulations
  - Introduction to strings
  - Methods for string manipulations
  - Regular Expression (RegEx)
- DataTable Manipulation
- Collection, Its Types and Manipulations
  - Lists
  - Dictionaries

Automation Concepts and Techniques

- Extraction and its Techniques
  - Screen Scraping
  - Data Scraping
  - PDF Extraction
- Automation Techniques
  - Workbook and Excel automation
  - Email Automation

Orchestrator

- Orchestrator Overview
- Publishing a Project to Orchestrator
- Orchestrator Functionalities
- Orchestrator User Interface

- Contexts of Orchestrator
  - Tenant
    - Robots
    - Folders
    - Users
    - Roles
    - Machines
    - Packages
    - ML Skills
    - Audit
    - Credential Stores
    - Webhooks
    - License
    - Alerts
    - Settings
  - Folder
    - Home
    - Automations
    - Monitoring
    - Queues
    - Assets
    - Storage Buckets
    - Packages
    - Testing
    - Action Catalogs
    - Settings