A2019 - MIND GAME

README

Version A2019.14

09/09/2020

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1.   Introduction

This document contains all essential information for the user to make full use of this A2019-Mind Game. This is a simple mind game.

1.1   Overview

1. Guess a number with in the given range.
2. If you are entering the number, then the bot validates if the given number is valid or not
3. If the number is valid the play begins. If you are entering an invalid number the bot will respond that the number is invaild and will prompt the user to type a new number with in the given range.
4.Keep on guessing the number until you get the right answer

5.If you are interested to play again click "yes" ,else click "No

NOTE: You will be given one practice chance to understand the functionality of the bot,initially the generated random number will be displayed in an message box and in the next chance you will have to guess and find out the generated random number.

1.2   Use cases

The key use cases include:

1.   The more convincing evidence is that **brain games** may help sharpen certain thinking skills that tend to wane with age, such as processing speed, planning skills, reaction time, decision making, and short-term memory.

2. Requirements & Pre-requisites

2.1 System Requirements

Enterprise A2019 (Cloud deployed) and Community Edition device requirements.
Review the machine hardware specifications, operating system versions, and browser types supported by Automation Anywhere Enterprise for creating and running bots and command packages as an Enterprise A2019 (Cloud deployed) or Community Edition user on your local machine.

2.2 Prerequisites

1. Automation anywhere enterprise A2019 enterprise installed.

3. Getting Started

3.1 Quick Start

3.1.1 Configuration and Use

INPUT VARIABLES: Input Variables to be mentioned in this Table.				
Variable Name	Type	Mandatory	Purpose	Direction
vUserGuessNumber	String	Yes	Input guessed number by user	Input
vLogFolder	String	Yes	This folder contains Log file(errorlog.txt) in case of error	Input
vUserChoice	String	No	Give the user the choice(yes or no) to play again or not	Input

OUTPUT VARIABLES: Output Variables to be mentioned in this Table.				
Variable Name	Type	Mandatory	Purpose	Direction
vRandomvariable1	String	Yes	System generated random number	Output
vOutputstring	String	Yes	It contains the random number	Output
vErrorLineNumber	String	Yes	It provides the line of error notifies the error.	Output

5.Support & FAQs

5.1 Support

Free bots are not officially supported.   You can get access to Community Support through the following channels:

- You can get access to Community Support, connecting with other Automation Anywhere customers and developers on APeople – the Bot Building Forum, the Bot Store Support Forum, or the Developers Everywhere Group.
- Automation Anywhere also provides a Product Documentation portal which can be accessed for
more information about our products and guidance on Enterprise A2019.

5.2 FAQs

For questions relating to Enterprise A2019: See the Enterprise A2019 FAQs.

Appendix A: Record of Changes

No.	Version Number	Date of Change	Author	Notes
1.	1.0	09/September/2020	VISHNU T S	Release Version

Appendix B: References

No.	Topic	Reference Link
1	Overview of Enterprise A2019	Click here
2	Guidance: Building basic A2019 bots	Click here
3	Guidance: Building A2019 action packages	Click here
4	APeople Community Forum	Click here
5	Automation Anywhere University	Click here