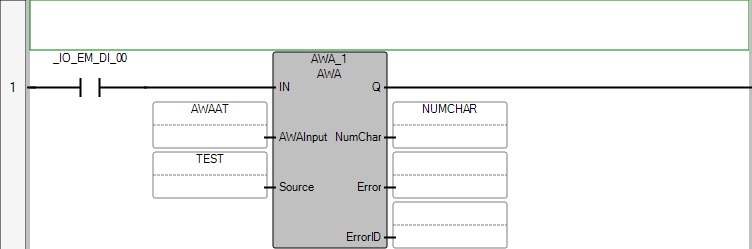
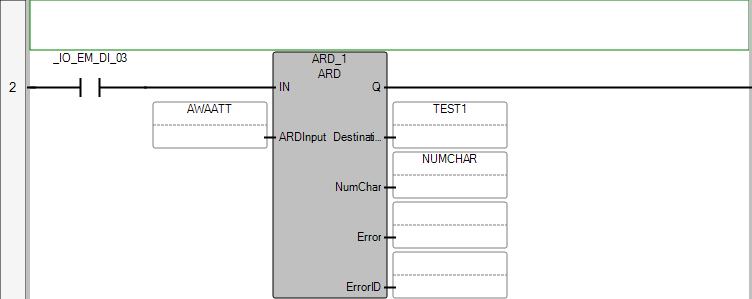
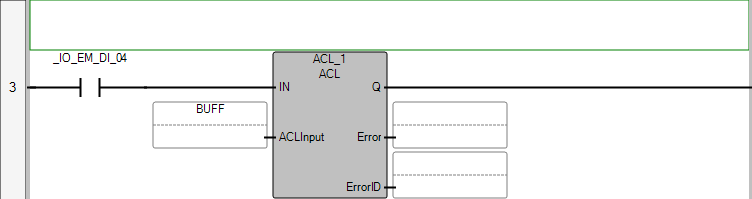
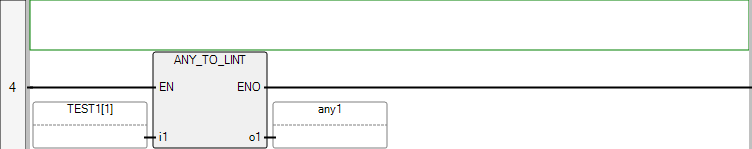
Task 2

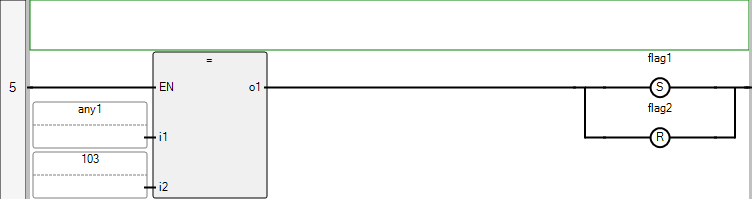
Controller.Micro830.Micro830.Prog1

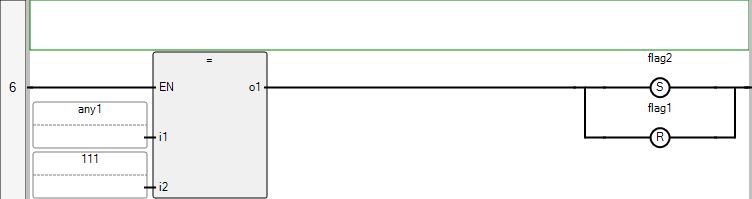


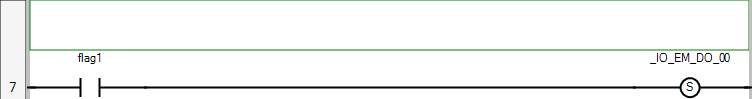


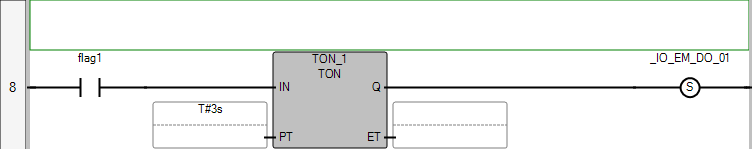


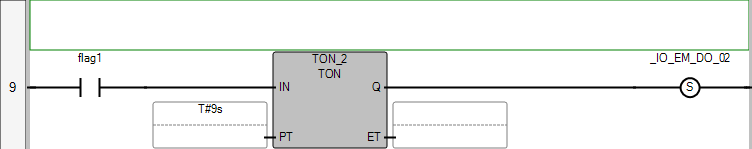


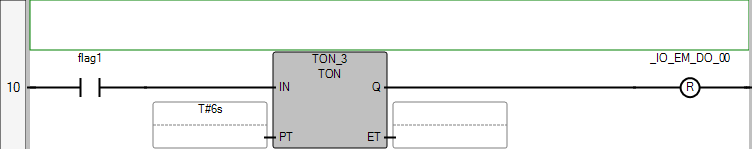


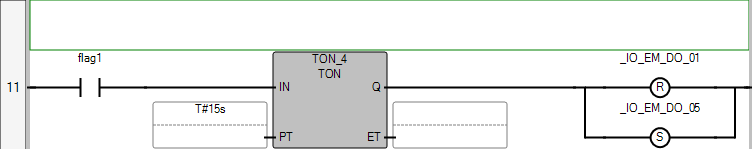


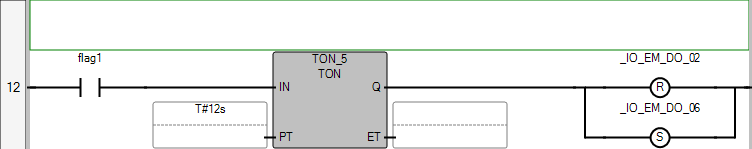


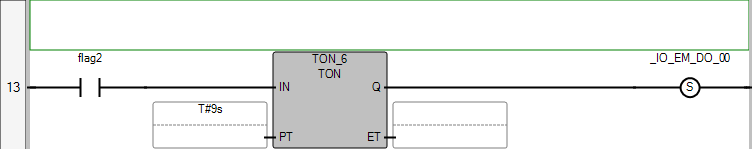


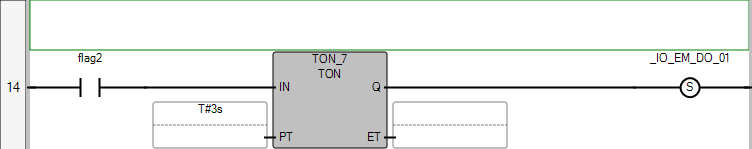


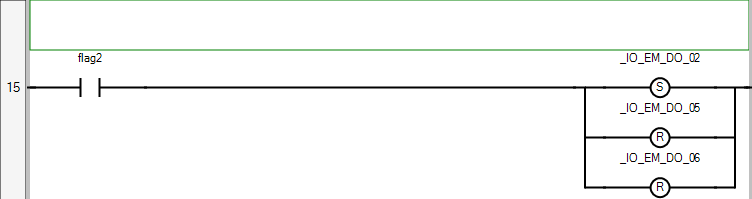


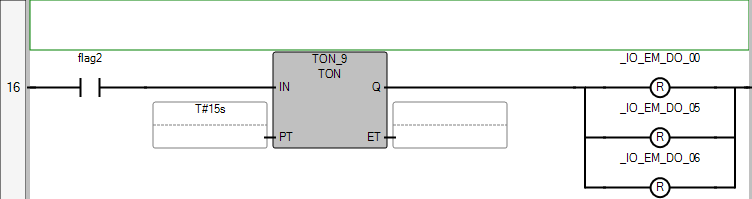


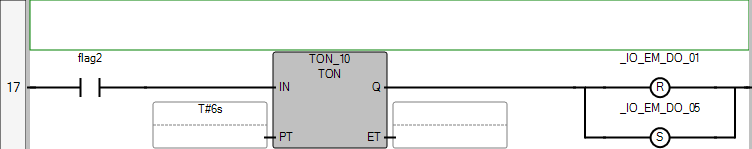


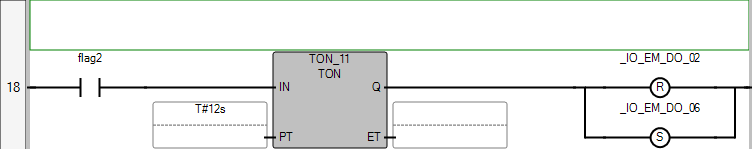












POU Prog1

The POU defines 31 variable(s).

Variable tflag

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

Variable increment

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

Variable AWAAT

(\* \*)

Direction: Var

Data type: AWAAWT

Attribute: Read/Write

Variable TEST

(\* \*)

Direction: Var

Data type: ASCIILOCADDR

Attribute: Read/Write

Variable kelma

(\* \*)

Direction: Var

Data type: STRING

Attribute: Read/Write

Variable test2

(\* \*)

Direction: Var

Data type: BYTE

Attribute: Read/Write

Variable counter

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

Variable ARD\_1

(\* \*)

Direction: Var

Data type: ARD

Attribute: Read/Write

Variable AWAATT

(\* \*)

Direction: Var

Data type: ARDARL

Attribute: Read/Write

Variable itfa

(\* \*)

Direction: Var

Data type: ASCIILOCADDR

Attribute: Read/Write

Variable NUMCHAR

(\* \*)

Direction: Var

Data type: UINT

Attribute: Read/Write

Variable BUFF

(\* \*)

Direction: Var

Data type: ACLI

Attribute: Read/Write

Variable ACL\_1

(\* \*)

Direction: Var

Data type: ACL

Attribute: Read/Write

Variable TEST1

(\* \*)

Direction: Var

Data type: ASCIILOCADDR

Attribute: Read/Write

Variable FLAG\_8

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

Variable DATA\_STORE

(\* \*)

Direction: Var

Data type: ASCIILOCADDR

Attribute: Read/Write

Variable CV

(\* \*)

Direction: Var

Data type: DINT

Attribute: Read/Write

Variable AWA\_1

(\* \*)

Direction: Var

Data type: AWA

Attribute: Read/Write

Variable any1

(\* \*)

Direction: Var

Data type: LINT

Attribute: Read/Write

Variable flag1

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

Variable flag2

(\* \*)

Direction: Var

Data type: BOOL

Attribute: Read/Write

Variable TON\_1

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_2

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_3

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_4

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_5

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_6

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_7

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_9

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_10

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write

Variable TON\_11

(\* \*)

Direction: Var

Data type: TON

Attribute: Read/Write