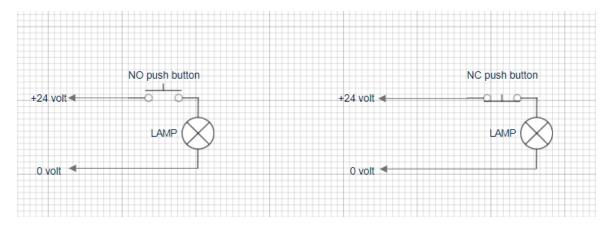
NETWORK 1 – turn on & turn off LED with NO & NC push buttons

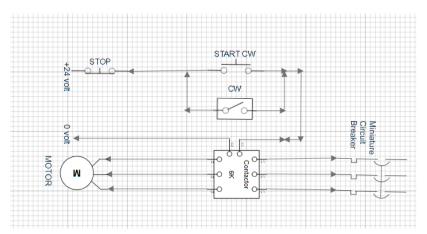
ELECTRICAL DIAGRAM



CONTROL DIAGRAM

NETWORK 2 – turn on & turn off motor with NO push buttons

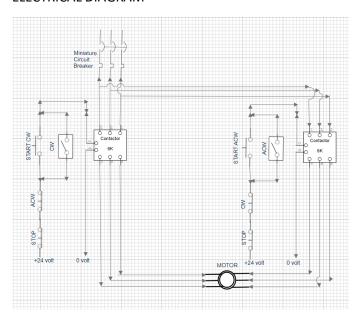
ELECTRICAL DIAGRAM



CONTROL DIAGRAM

NETWORK 3 – write ladder logic to implement interlock mechanism of motor

ELECTRICAL DIAGRAM



CONTROL DIAGRAM

```
%I5.2 %I5.1 %Q5.0 "motor CW" "motor CW" "motor ACW" "m
```

NETWORK 4 – study timer circuit. Output should go high 60s after receiving input

```
%DB3
"IEC_Timer_O_
DB_1"

%I2.0
"timer input"

TIME

T#60s

PT

T#0ms

%Q2.0
"timer output"
```

NETWORK 5 – study counter circuit. Output should go high after counting 24 objects

```
%DB4

"IEC_Counter_
0_DB_3"

%I3.0

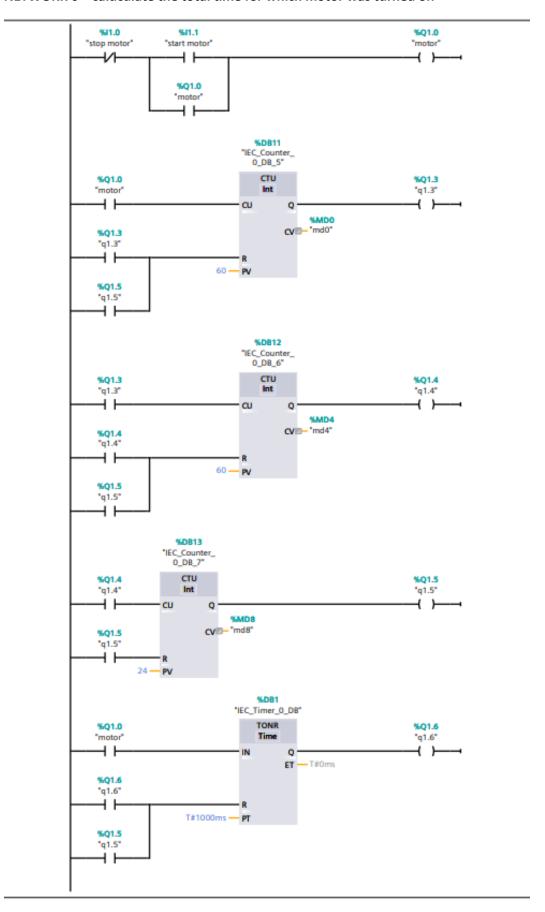
"counter input"

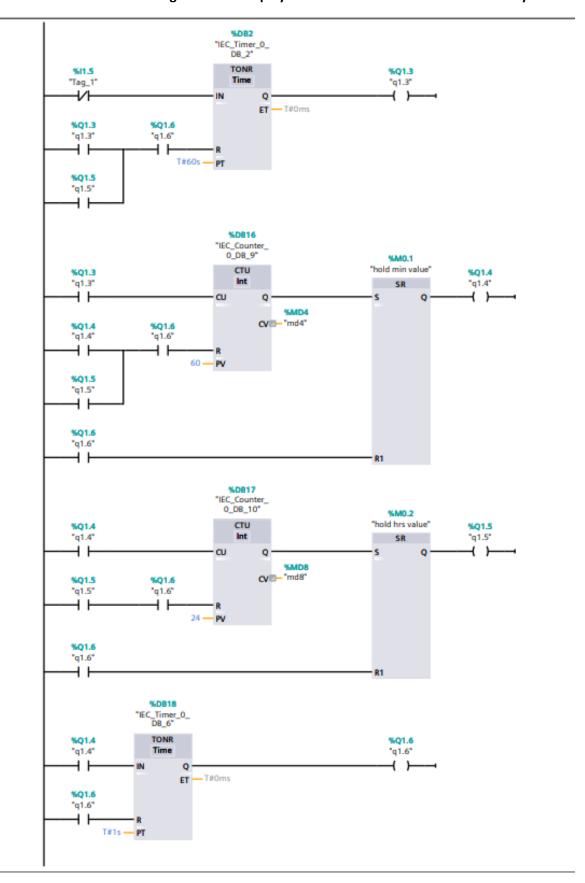
CU

false — R

CV — 0

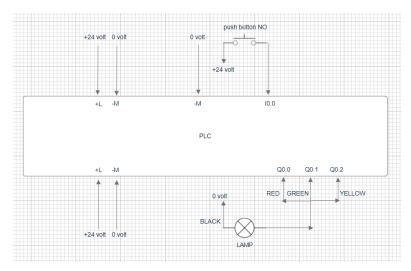
24 — PV
```





NETWORK 8 – interface tower lamp & display following pattern R – Y – G using push button.

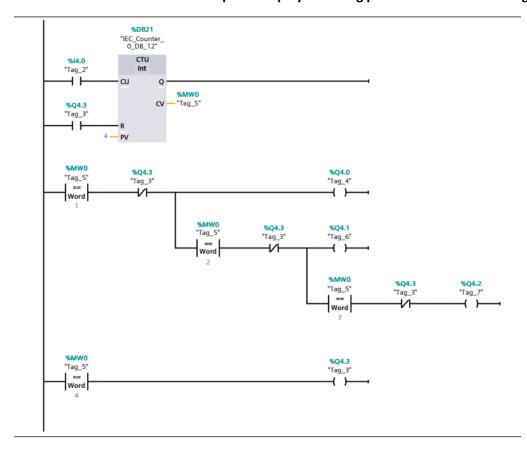
ELECTRICAL DIAGRAM



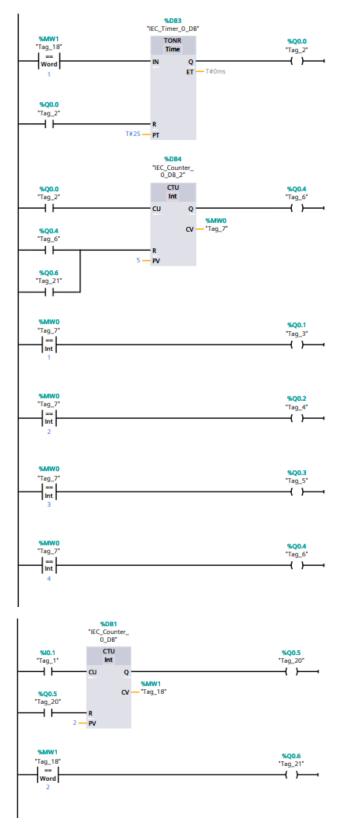
CONTROL DIAGRAM

```
%DB20
                 "IEC_Counter_
0_DB_11"
                     CTU
%14.0
"Tag_2"
                      Int
                 CU
                                 -- "Tag_5"
%Q4.3
"Tag_3"
%MW0
                    %Q4.3
                                                                                 %Q4.0
"Tag_5"
                   "Tag_3"
                                                                                "Tag_4"
Word
%MW0
"Tag_5"
                    %Q4.3
"Tag_3"
                                                                                %Q4.1
"Tag_6"
%MW0
                                                                                 %Q4.2
                    %Q4.3
"Tag_5"
                    "Tag_3"
                                                                                 "Tag_7"
%MW0
                                                                                 %Q4.3
"Tag_5"
                                                                                 "Tag_3"
Word
```

NETWORK 9 – interface tower lamp and display following pattern R – RY – RYG using push button.



NETWORK 10 – interface tower lamp, when push button is pressed once R-Y-G should be displayed continuously in a loop. Again when same push button is pressed the tower lamp should go off.



NETWORK 11 – Internship Project DEC-2023. Write a ladder diagram for filling, capping & checking of bottle that are continuously moving on a conveyor belt.

