

POU: ClearShelf

```
1  FUNCTION ClearShelf : INT
2  VAR_INPUT
3      shelfNumber : INT ;           (* Shelf number to clear *)
4  END_VAR
5  VAR_IN_OUT
6      shelfArray : ARRAY [ 1 .. 42 ] OF ShelfSpace ;  (* Array of shelf spaces *)
7      shelfPartTrackingArray : ARRAY [ 1 .. 42 ] OF ShelfPartTracking ;
8  END_VAR
9
10

1  IF ( shelfNumber >= 1 ) AND ( shelfNumber <= 42 ) THEN  (* Check if
shelfNumber is within valid range *)
2      IF shelfArray [ shelfNumber ] . partID <> '00' THEN  (* Check if shelf
already has a partID other than '00' *)
3          shelfArray [ shelfNumber ] . partID := '00' ;           (* Set partID to
'00' for the specified shelf *)
4          shelfPartTrackingArray [ shelfNumber ] . shelfIndex := 0 ;
5          ClearShelf := 1 ;
6
7          RETURN ;           (* Return 1 to
indicate success *)
8      ELSE
9          ClearShelf := 0 ;
10         RETURN ;           (* Return 0 if shelf
already had partID '00' *)
11     END_IF ;
12     ELSE
13         ClearShelf := 2 ;
14         RETURN ;           (* Return 2 for invalid
shelf number *)
15     END_IF ;
16
```