```
1
       FUNCTION StorePart : BOOL
2
       VAR INPUT
3
          shelfNumber : INT ;
                                                   (* Shelf number where the part will
       be stored *)
 4
          partID : STRING (23);
                                                    (* Part ID to be stored *)
5
          activate : BOOL;
                                                   (* Trigger to activate the function
6
       END_VAR
7
       VAR_IN_OUT
8
          shelfArray : ARRAY [ 1 .. 42 ] OF ShelfSpace; (* Array of shelf spaces *)
9
       END VAR
10
       VAR
11
          shelfIndex : INT;
                                                   (* Index for accessing the shelf in
       the array *)
12
         i : INT;
                                                   (* Loop variable for iterating
       through shelfArray *)
       END_VAR
13
14
       IF activate THEN (* Check if the function is activated *)
1
2
               IF (shelfNumber >= 1) AND (shelfNumber <= 42) THEN (* Check if</pre>
       shelfNumber is within valid range *)
3
                   (* Check if the partID already exists in any shelf *)
4
                   FOR i := 1 TO 42 DO
5
                       IF shelfArray[i].partID = partID THEN
6
                           StorePart := FALSE;
                           RETURN; (* Return FALSE if partID already exists *)
7
8
                       END_IF ;
9
                   END_FOR ;
10
11
                   shelfIndex := shelfNumber; (* Calculate index in shelfArray based
       on shelfNumber *)
12
                   IF shelfArray [ shelfIndex ] . partID = '00' THEN
13
                   shelfArray[shelfIndex].partID := partID; (* Update part ID in
       the specified shelf *)
14
                   END IF
15
                   StorePart := TRUE;
16
                   RETURN; (* Return TRUE to indicate successful execution *)
17
18
                   StorePart := FALSE;
19
                   RETURN; (* Return FALSE for invalid shelf number *)
20
               END IF;
21
           ELSE
22
               StorePart := FALSE;
23
               RETURN; (* Return FALSE when the function is not activated *)
24
           END IF;
25
```