

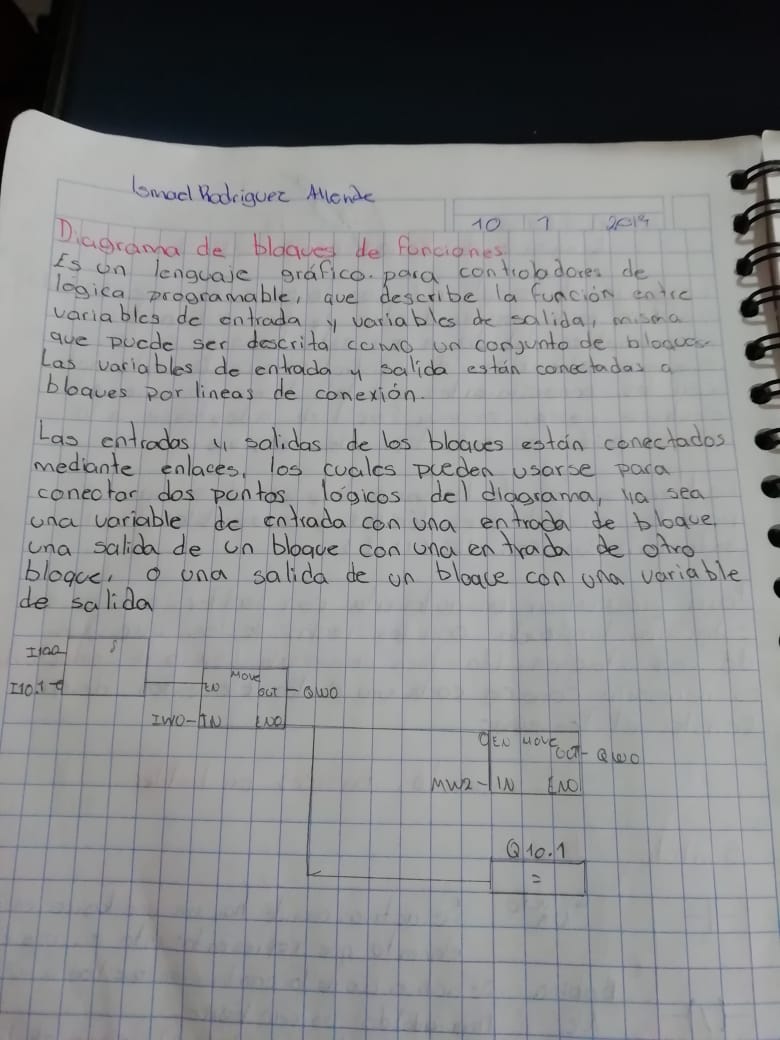
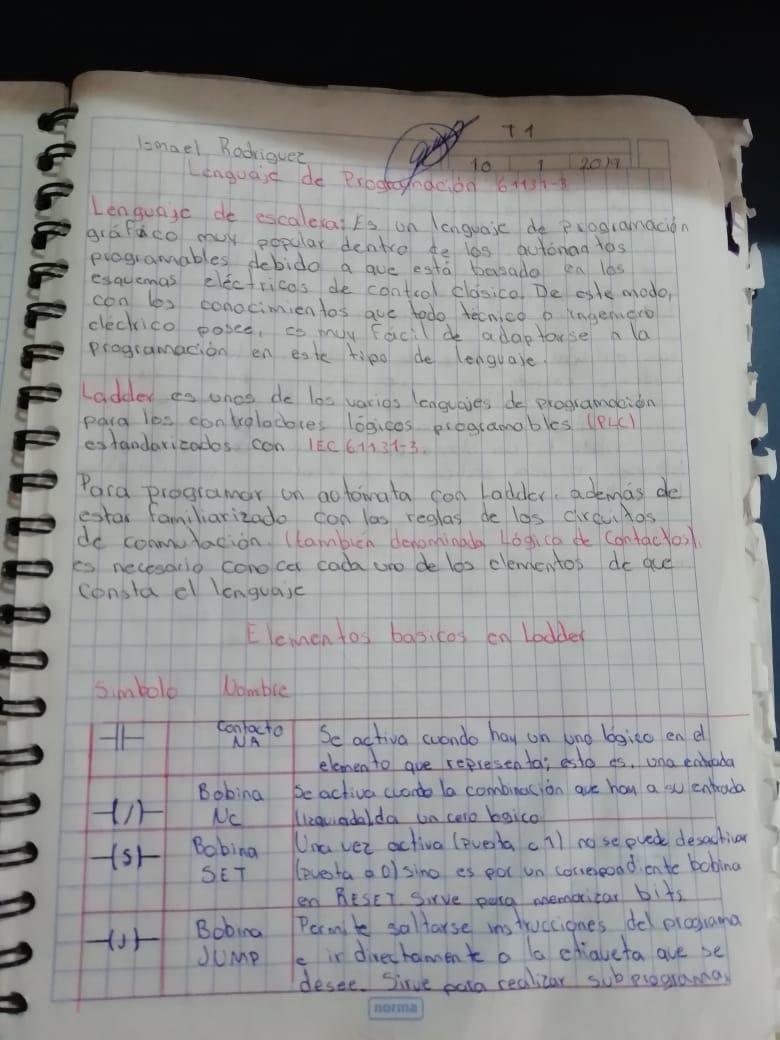
Ismael Rodriguez Allende

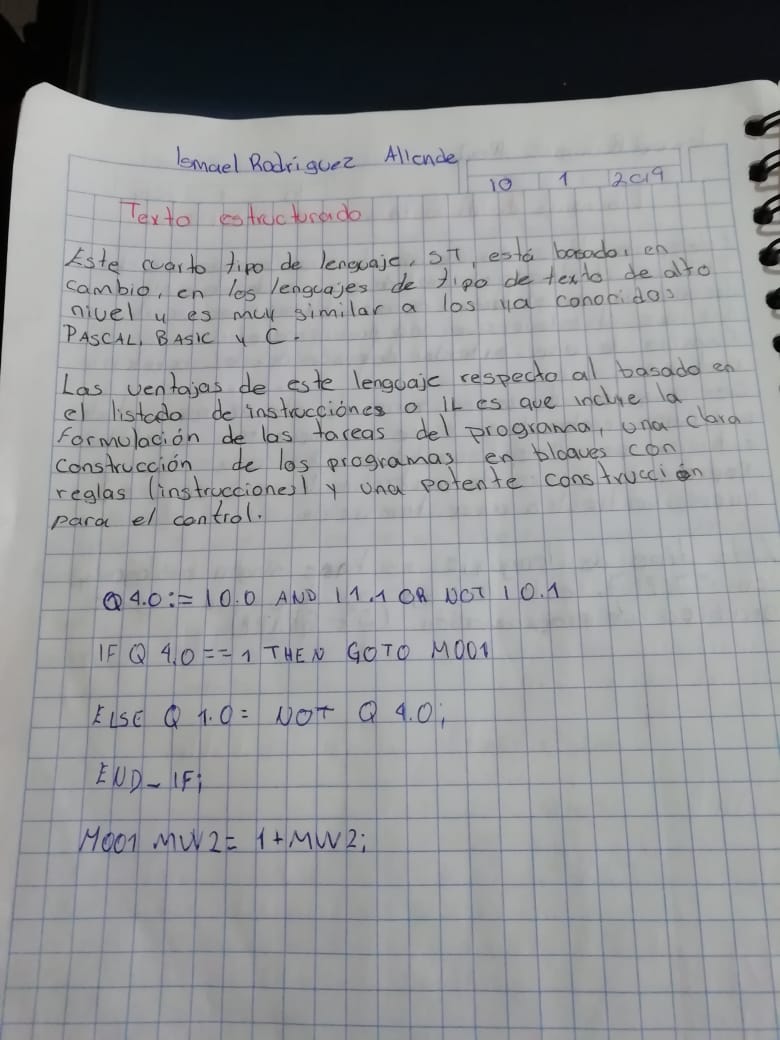
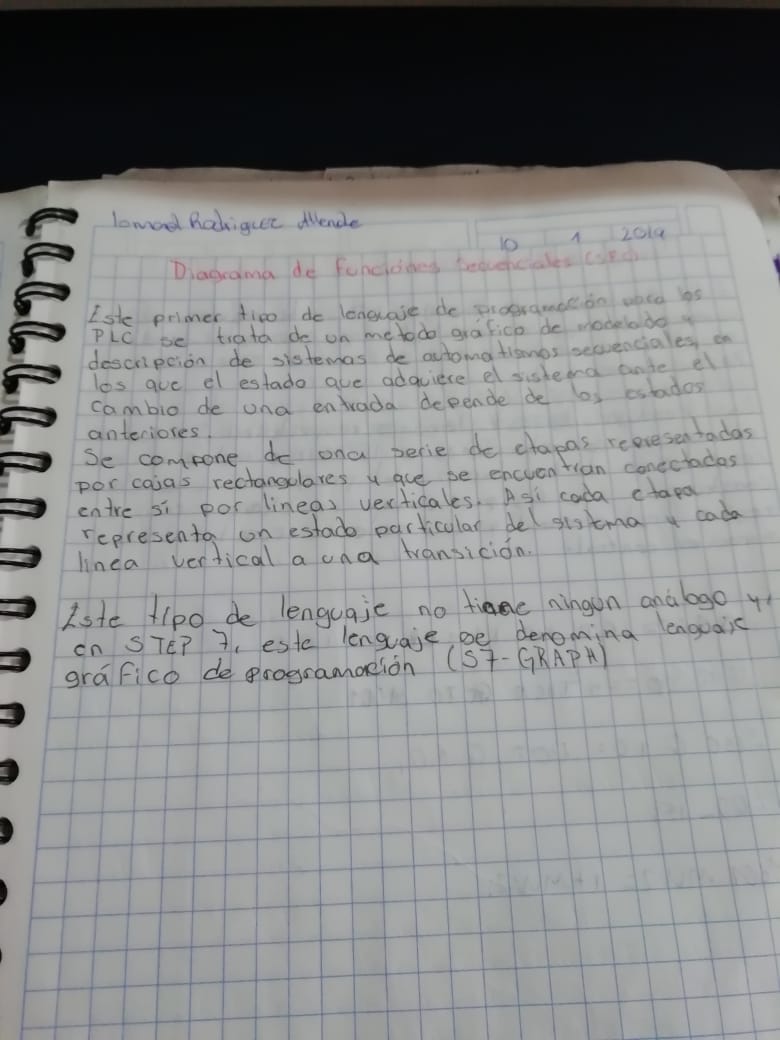
Morán Garabito Carlos Enrique

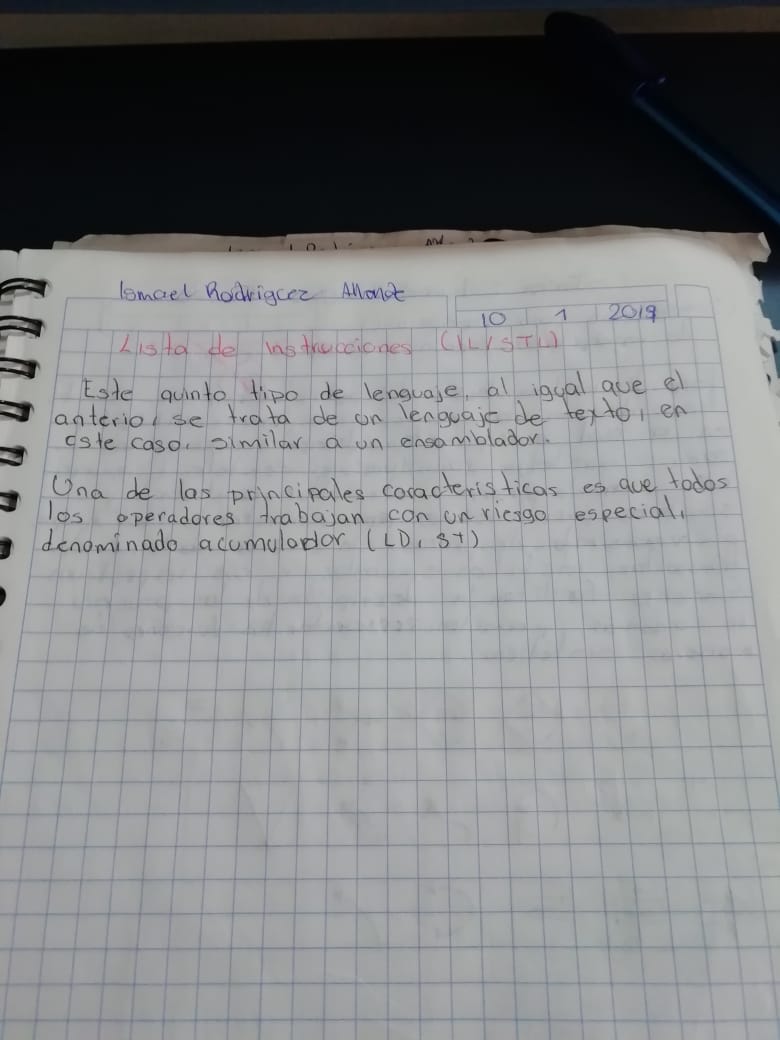
Controladores Lógicos Programables

Apuntes de clase, actividades y practicas

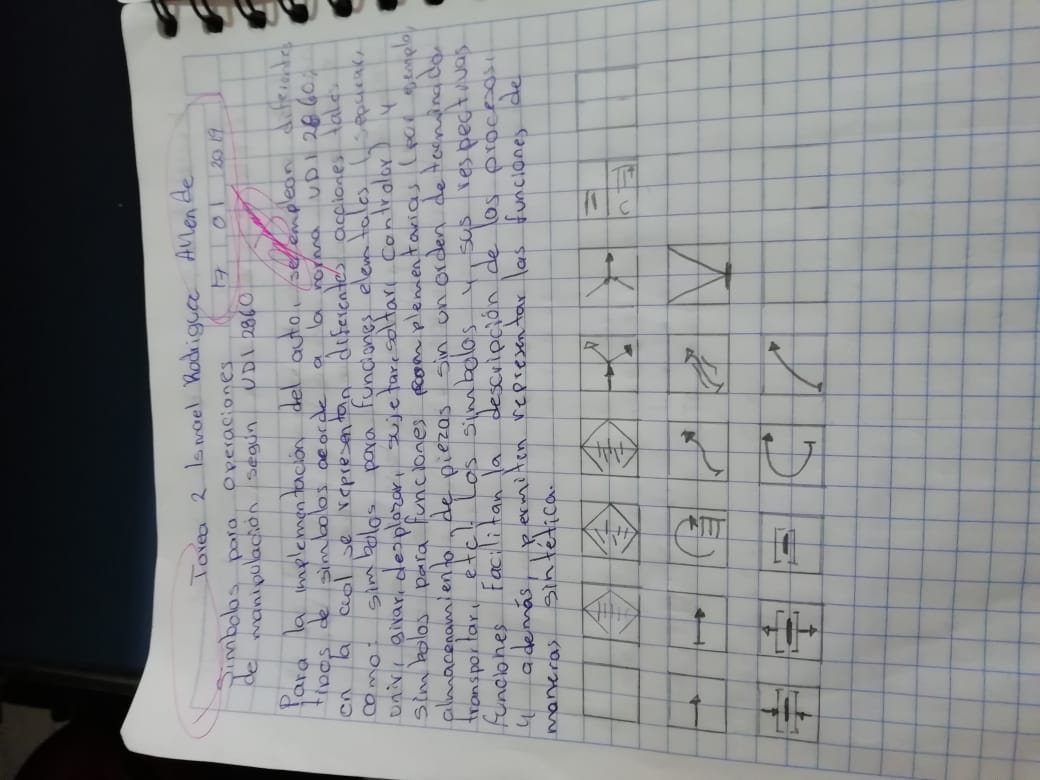
Tarea 1: Lenguaje de programación 61131-3



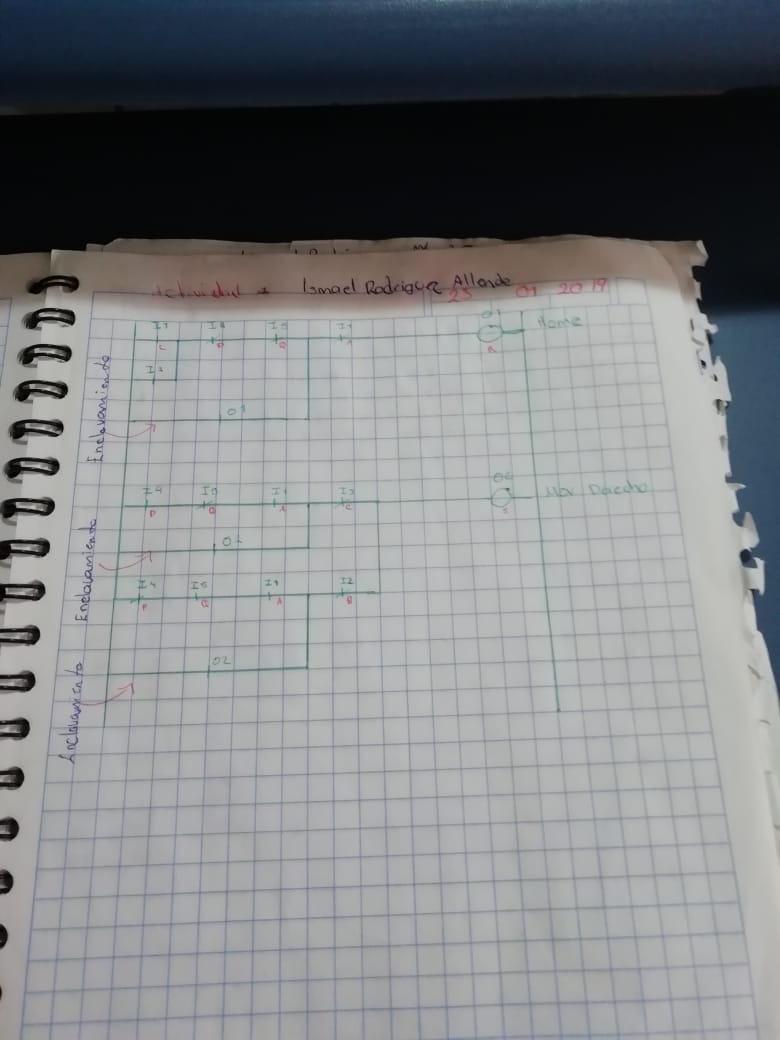
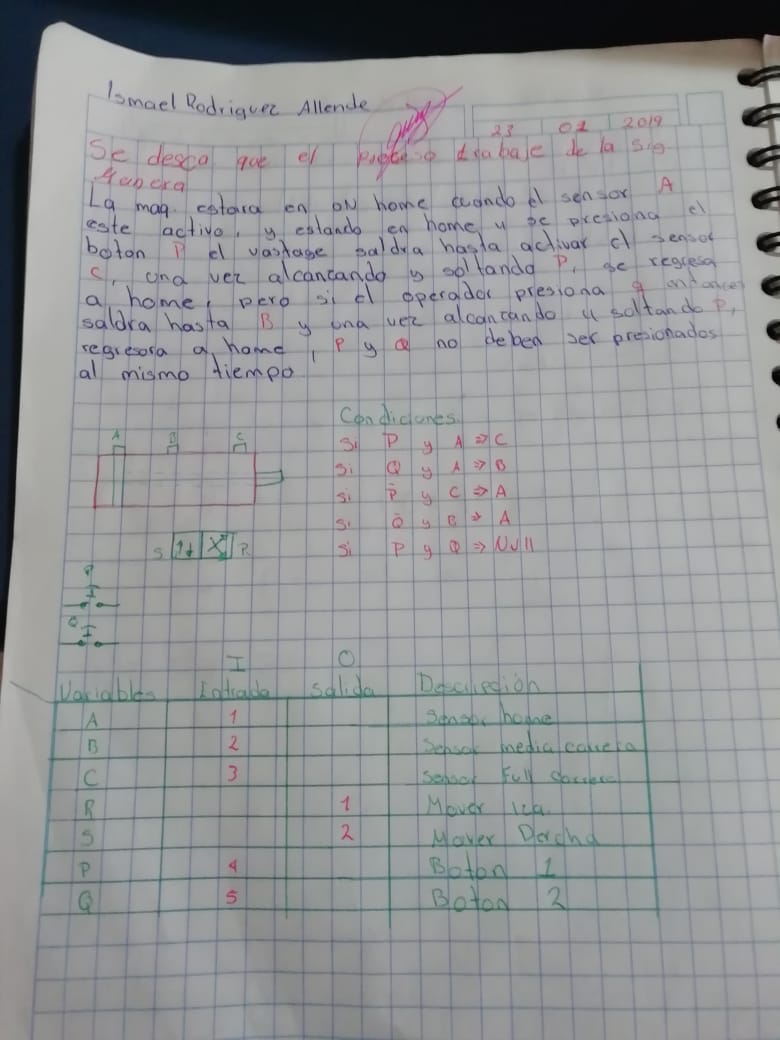




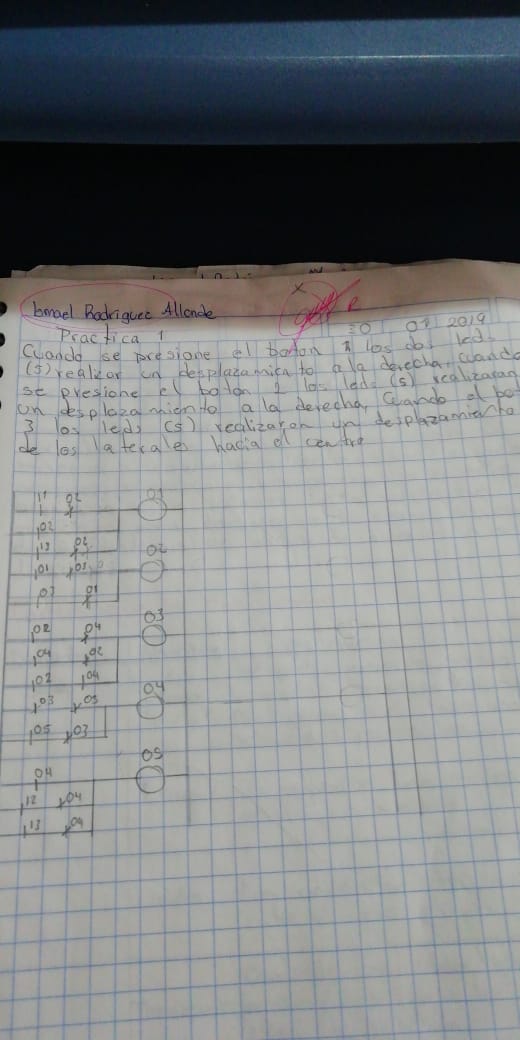
Tarea 2: Símbolos para operaciones de manipulación según VDI2860



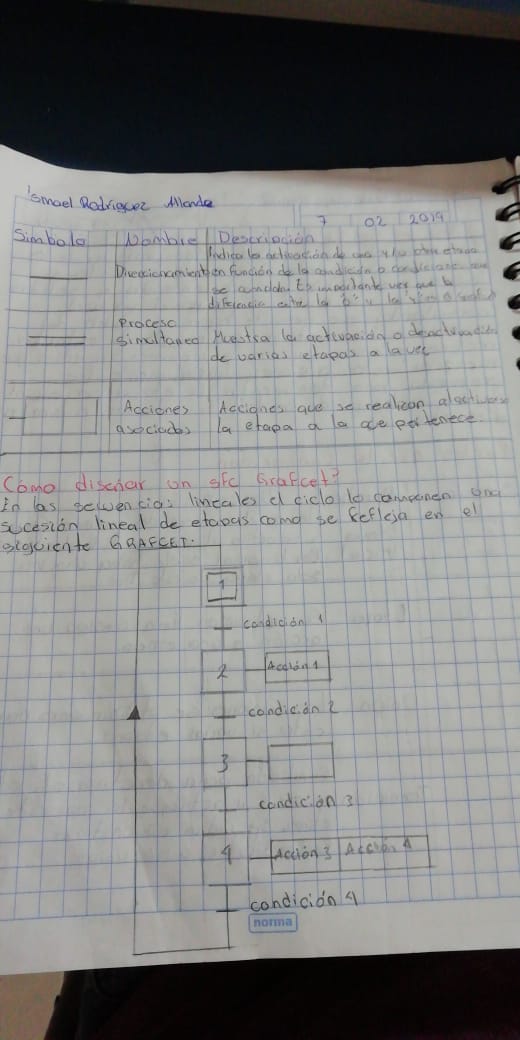
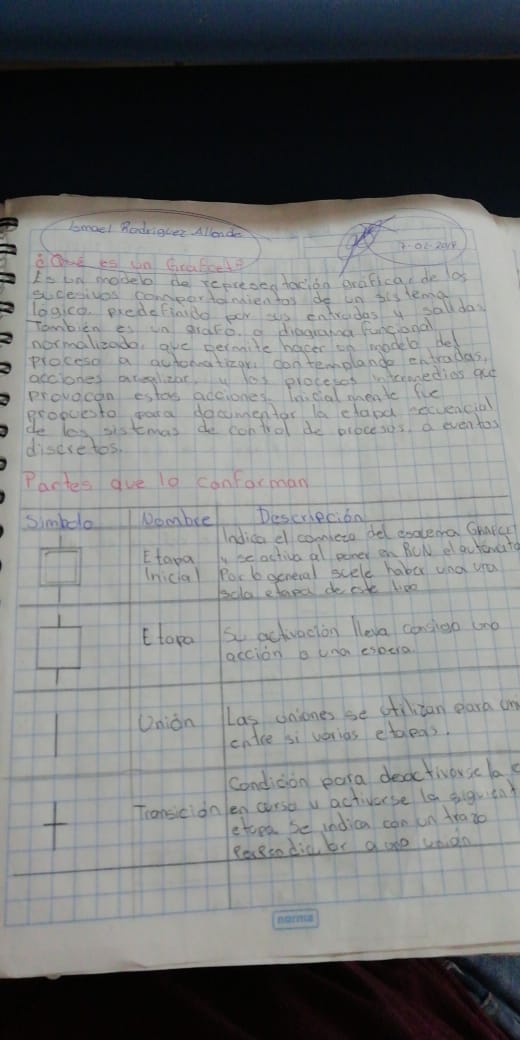
Actividad 1:



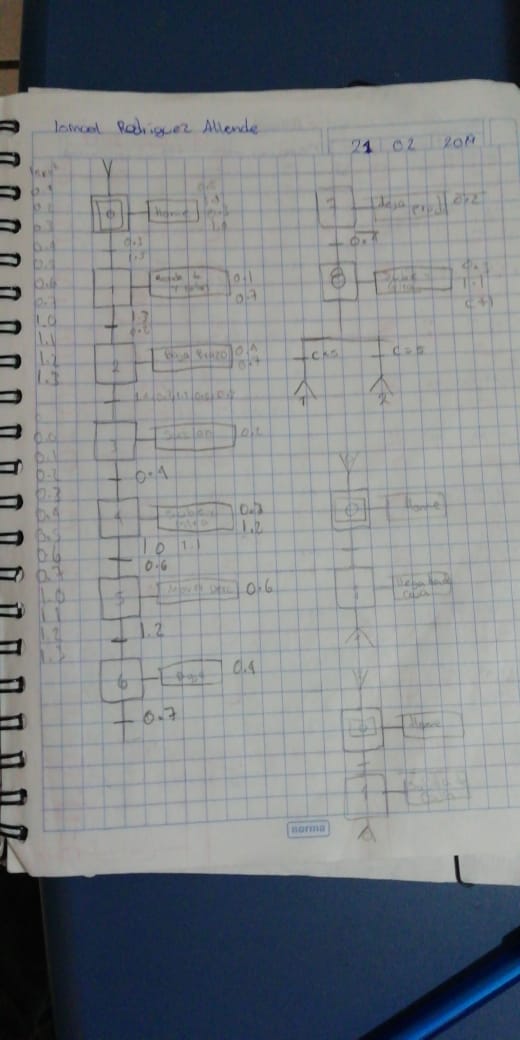
Practica 1

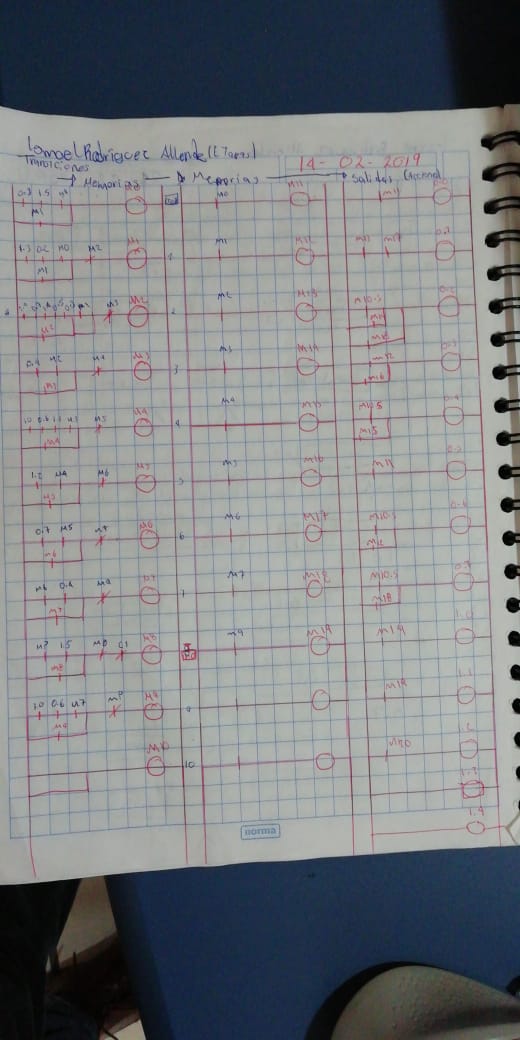


Tarea: 3

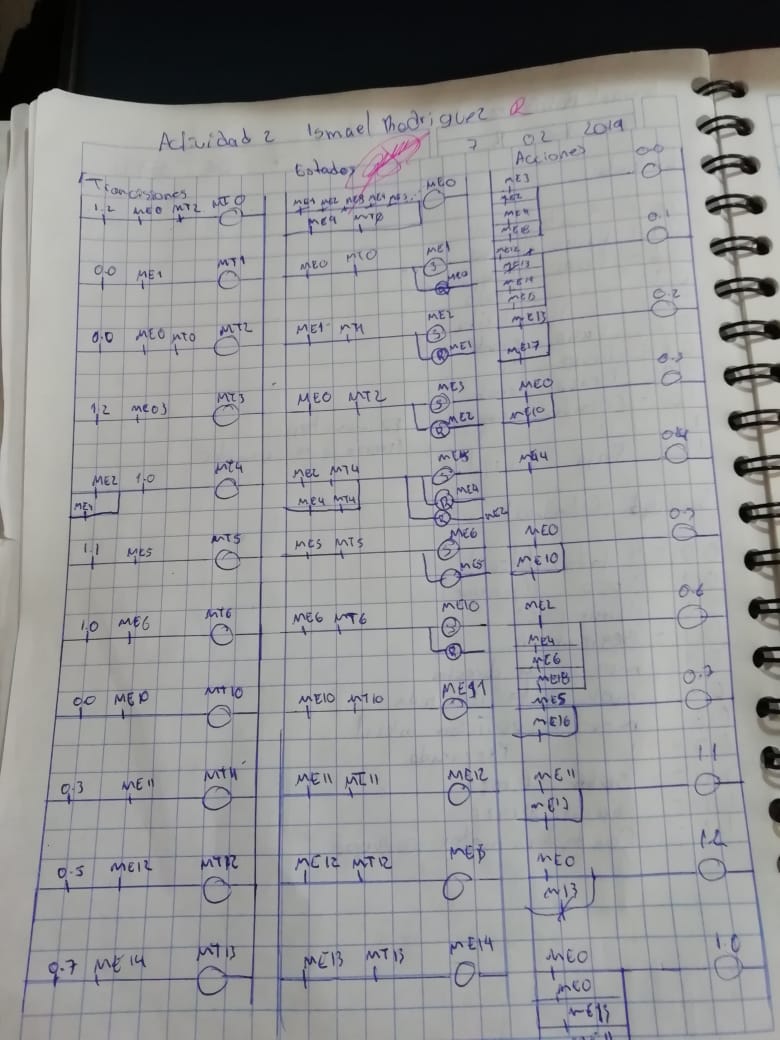
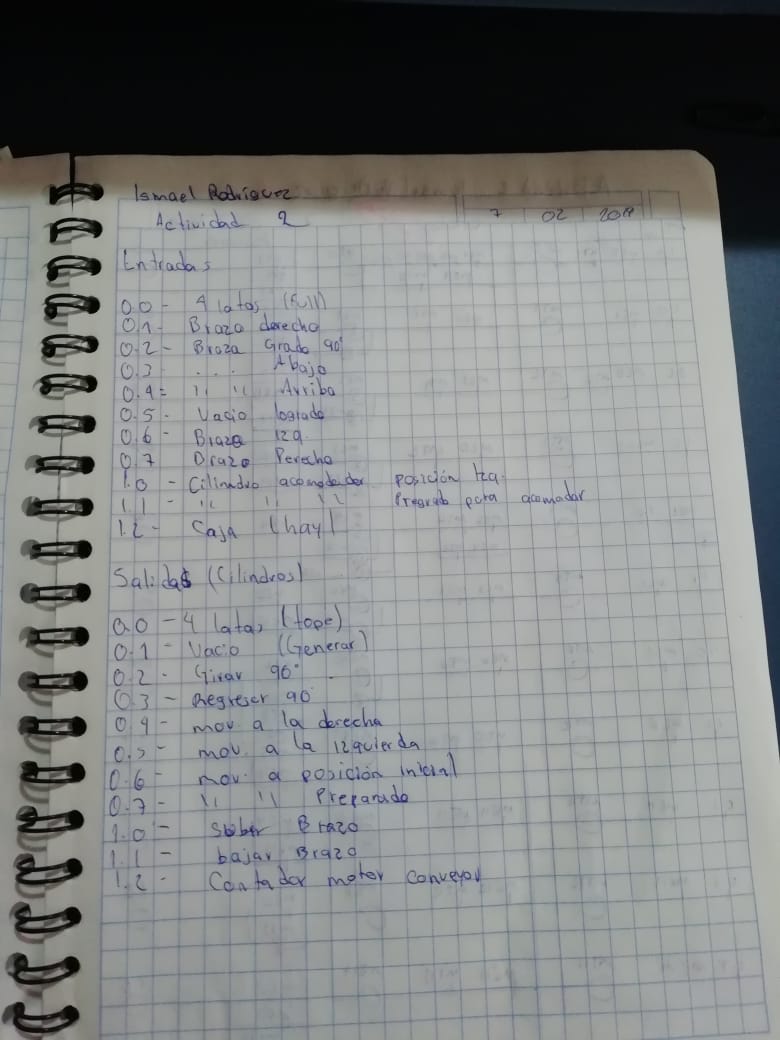


Apunte

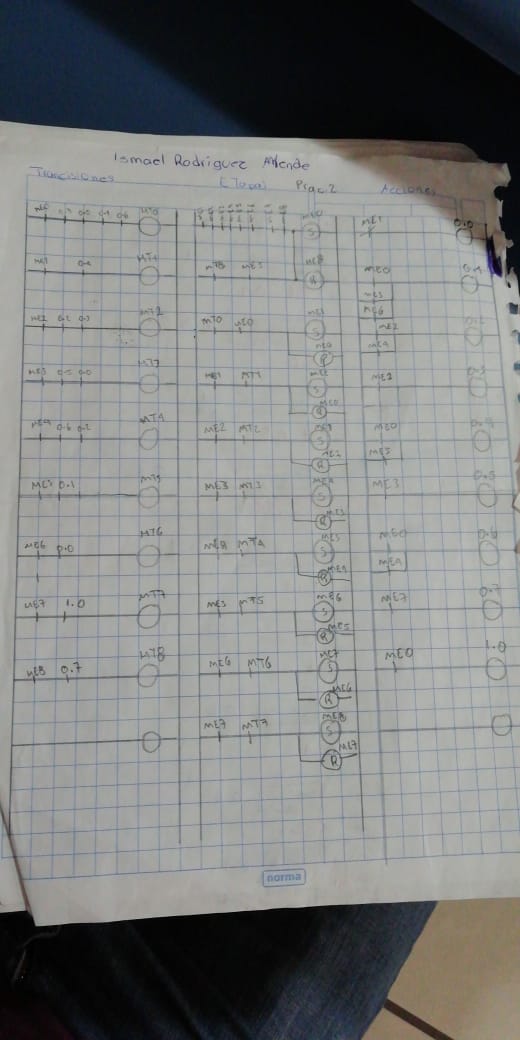
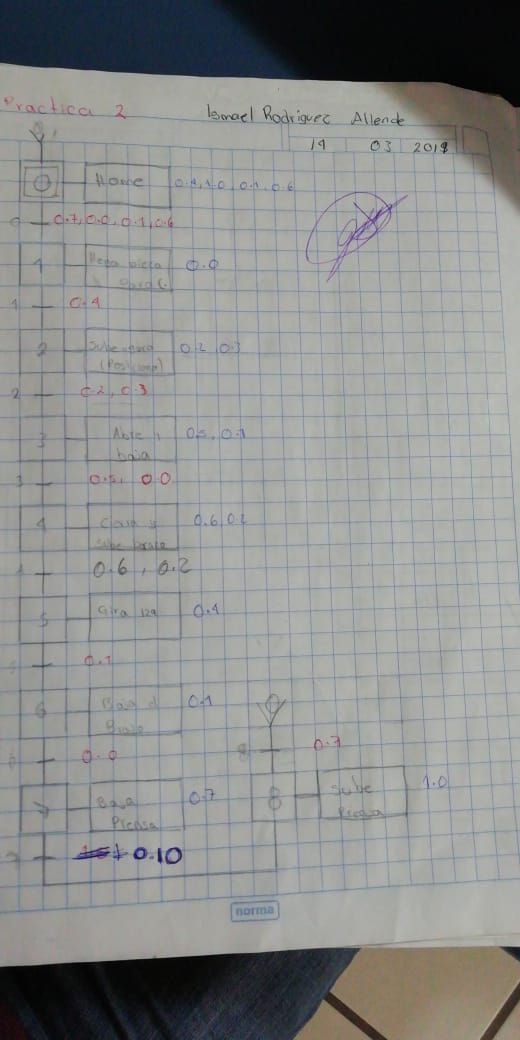




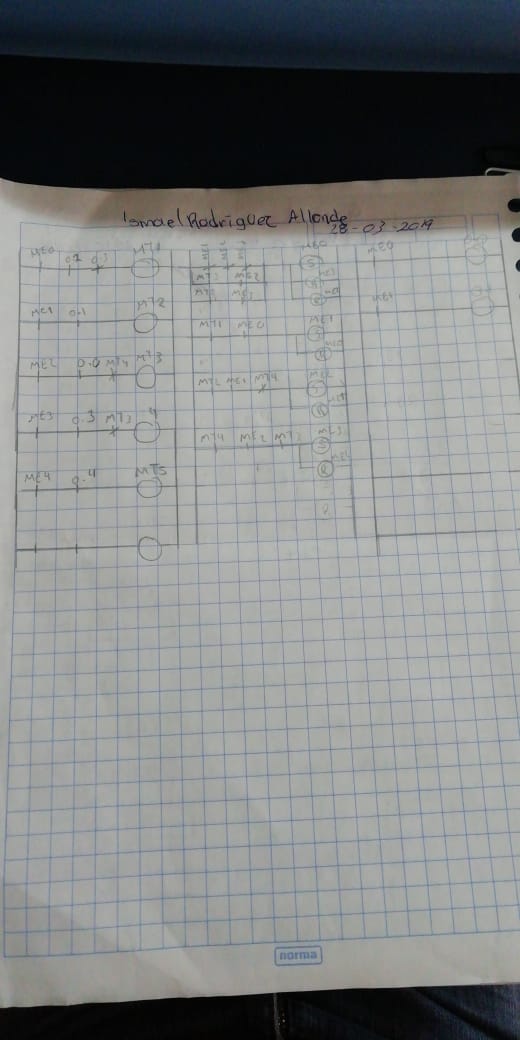
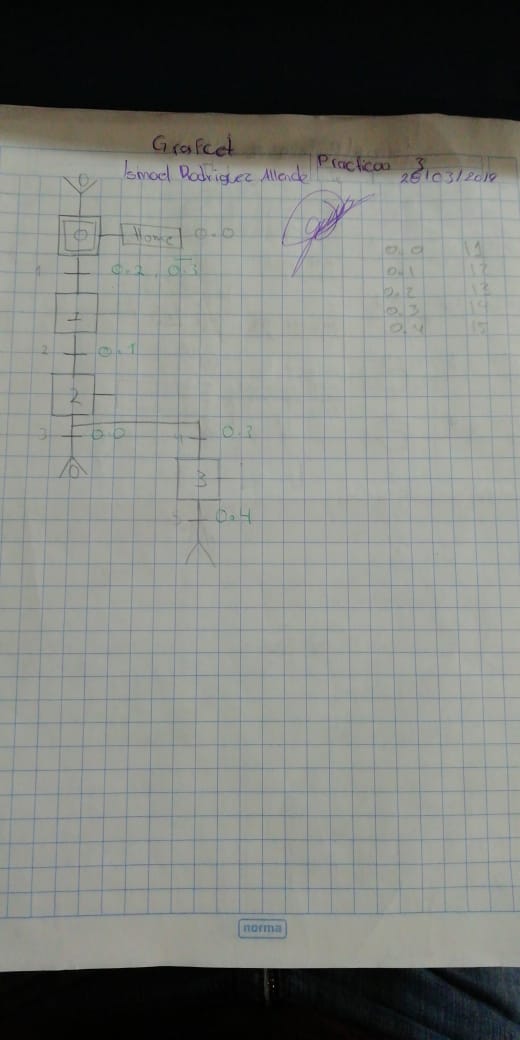
Actividad 2



Practica 2



Practica 3



Actividad 3

