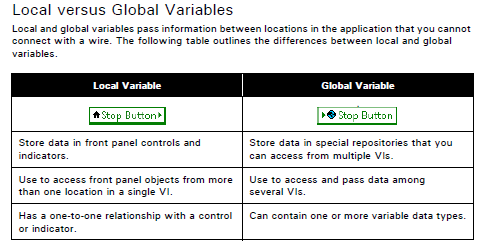
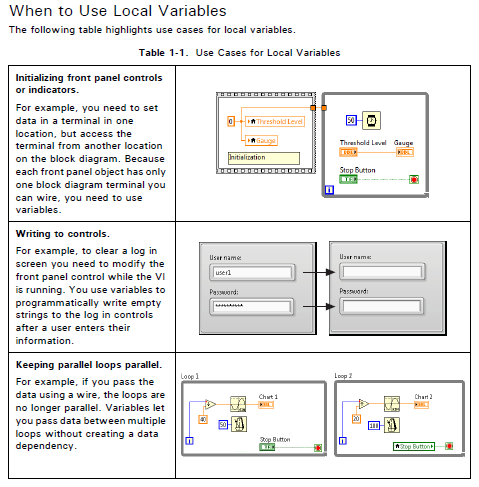
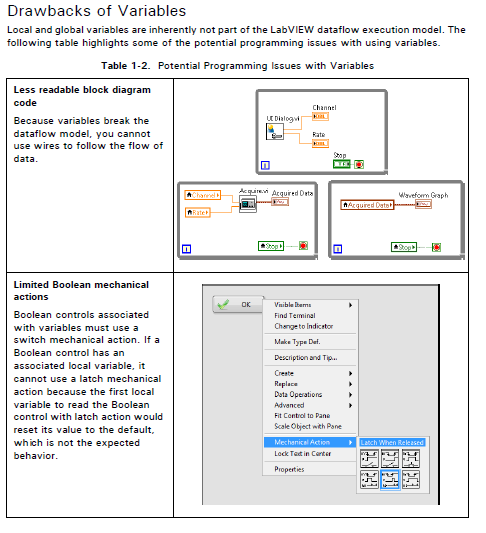
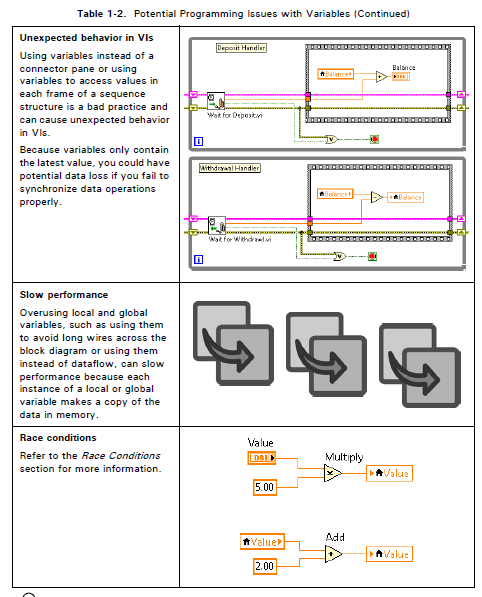
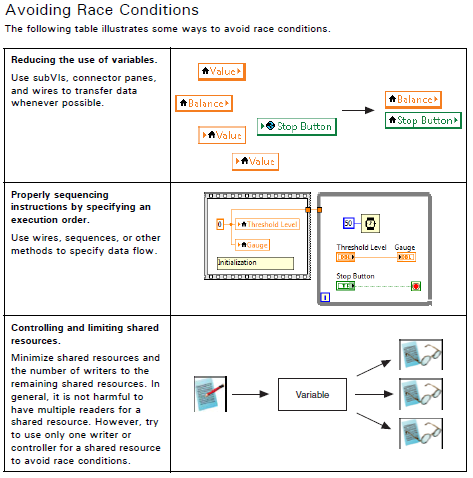
# Using Variables

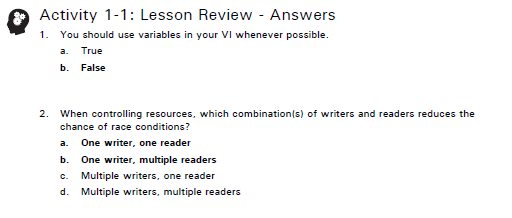




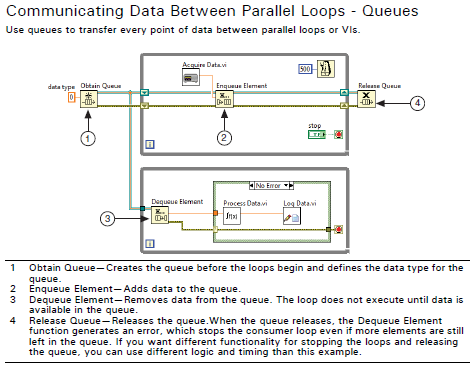


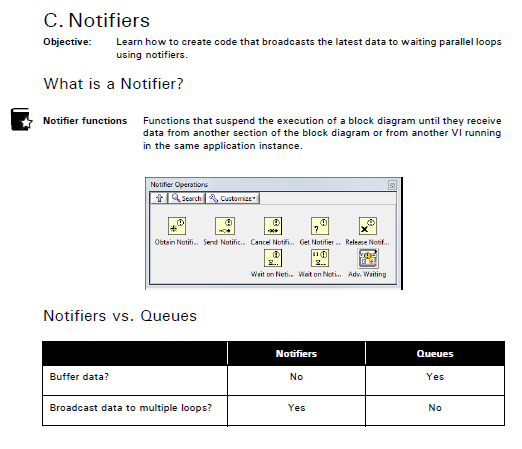


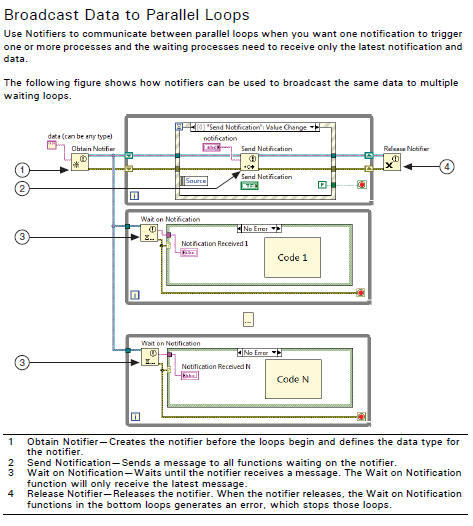


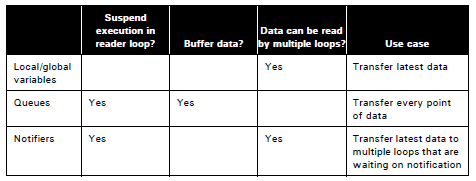


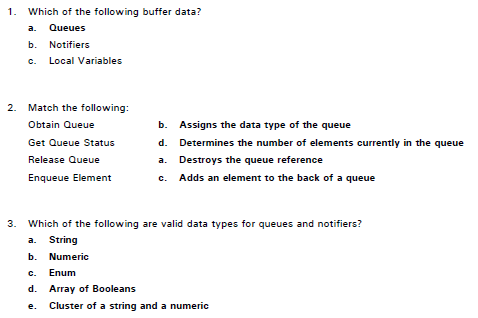
1. Communicating data between parallel loops



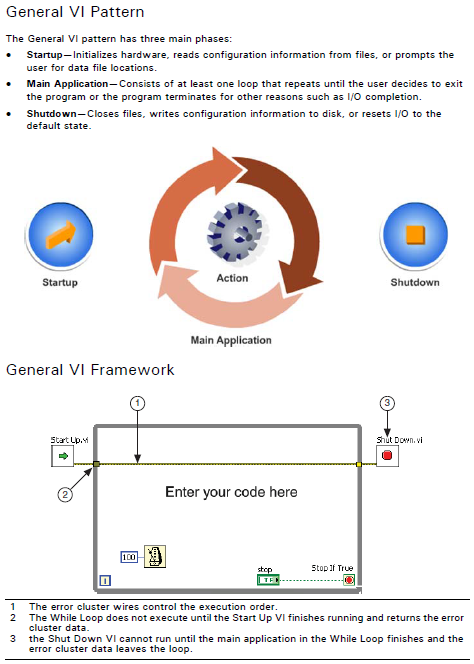


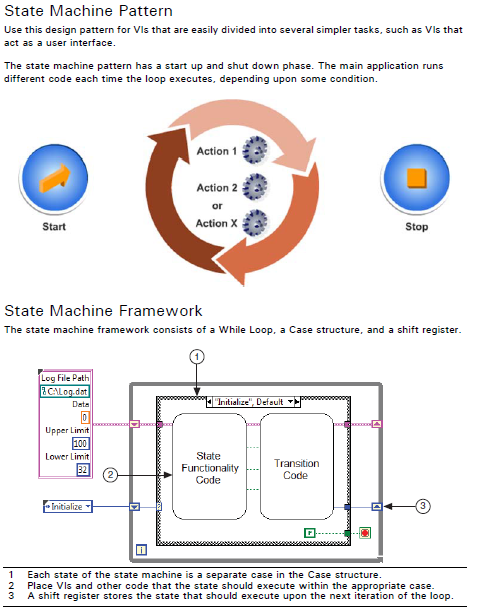


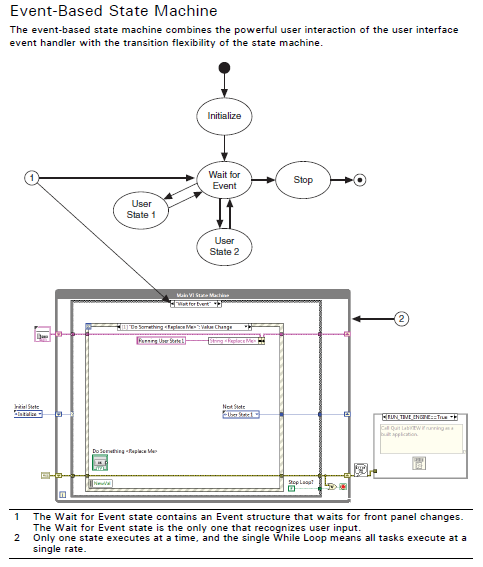


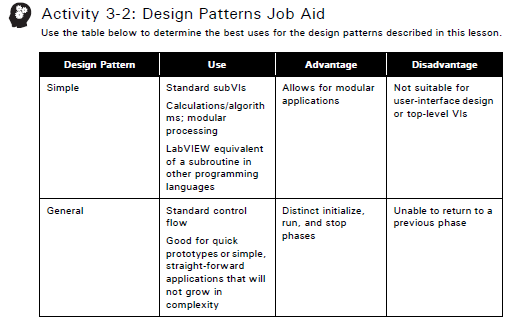


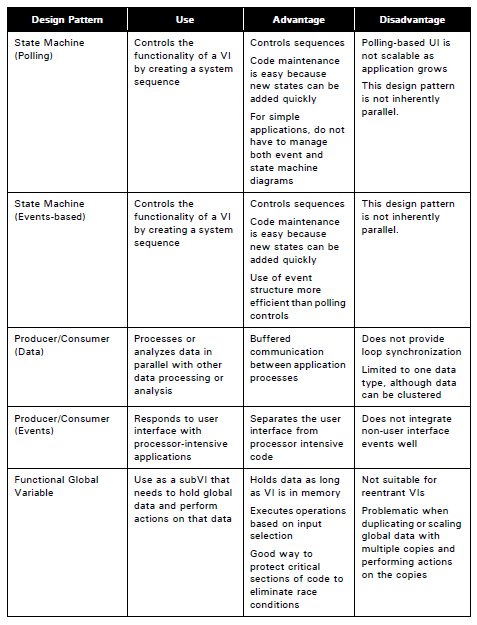
1. Implementing Design Patterns.

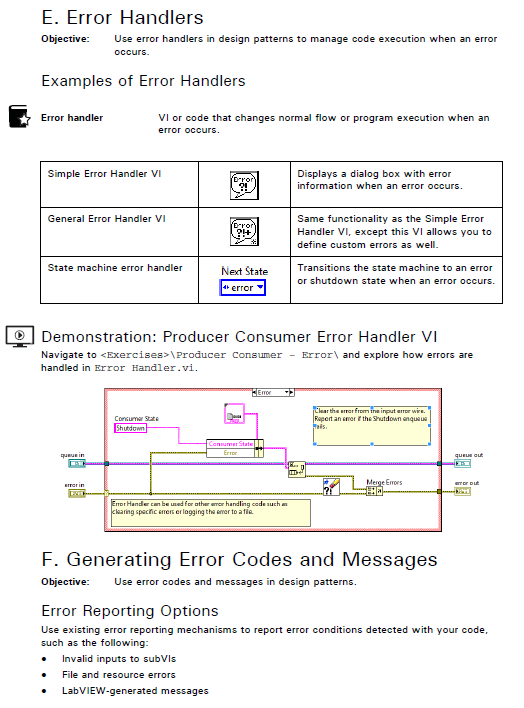


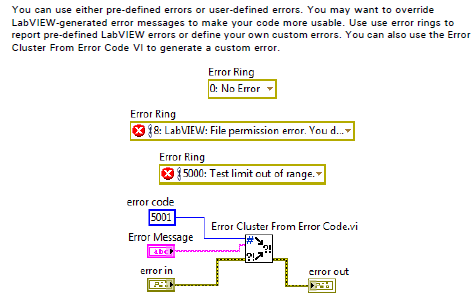


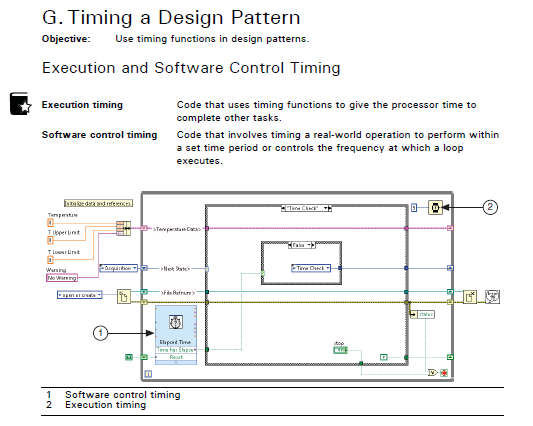


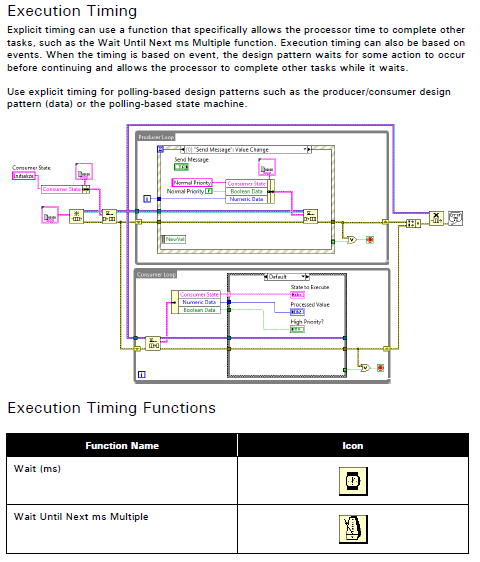


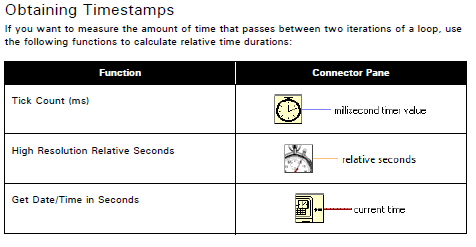


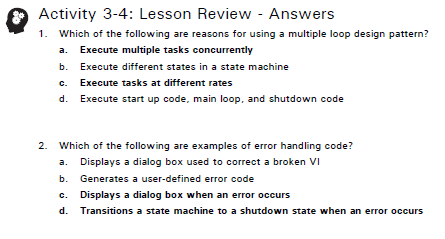




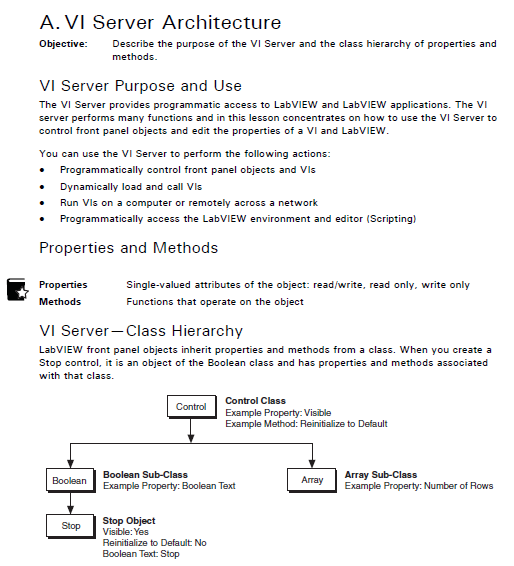


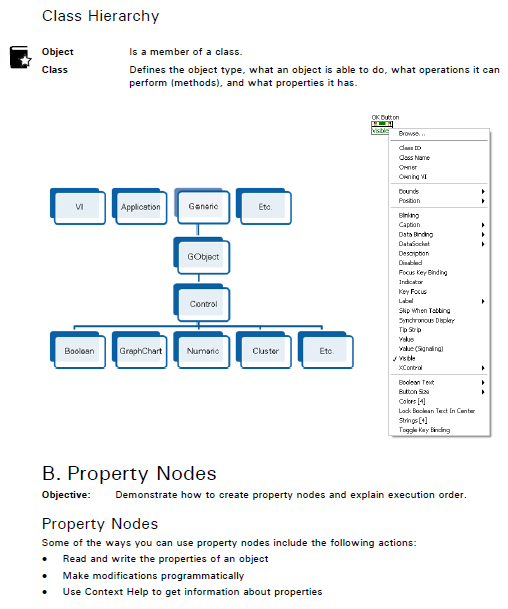


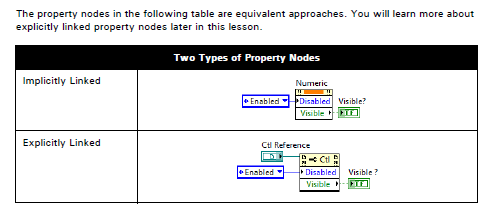


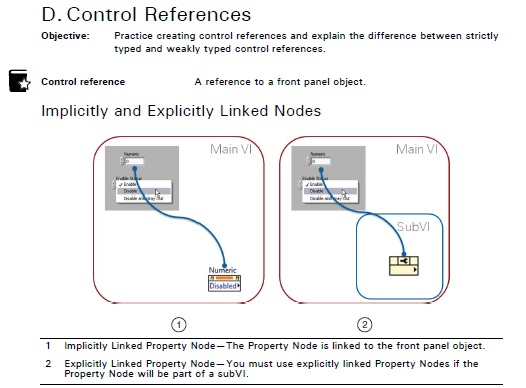


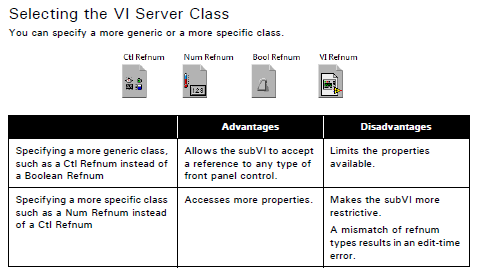
1. Controlling the User Interface.

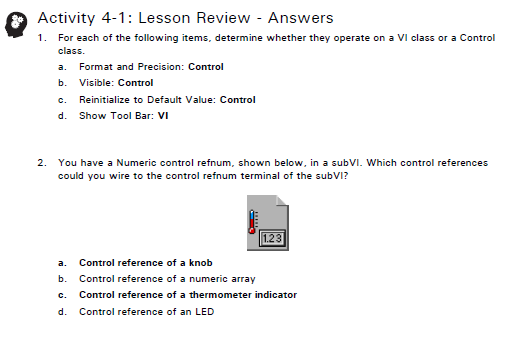




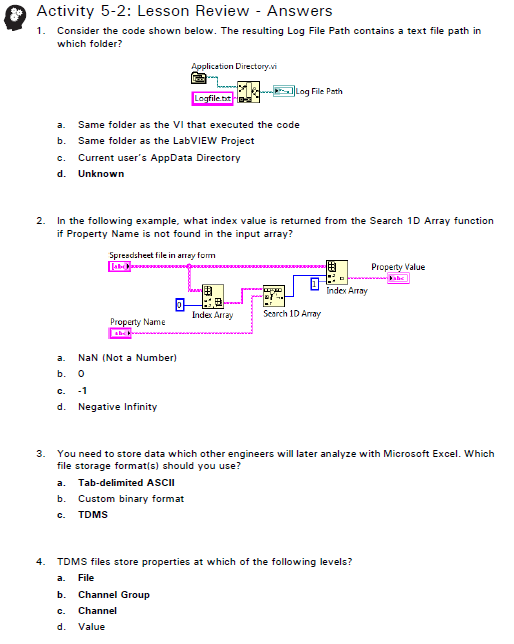
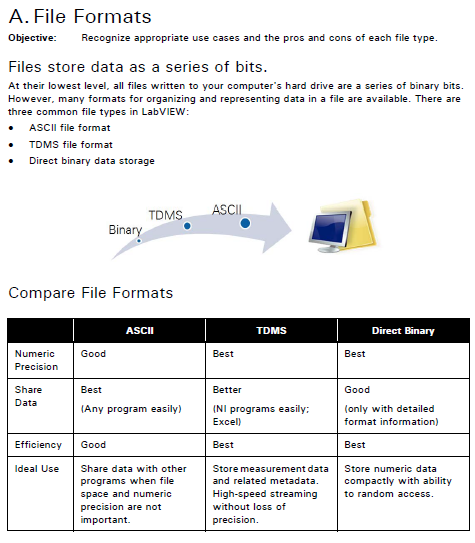




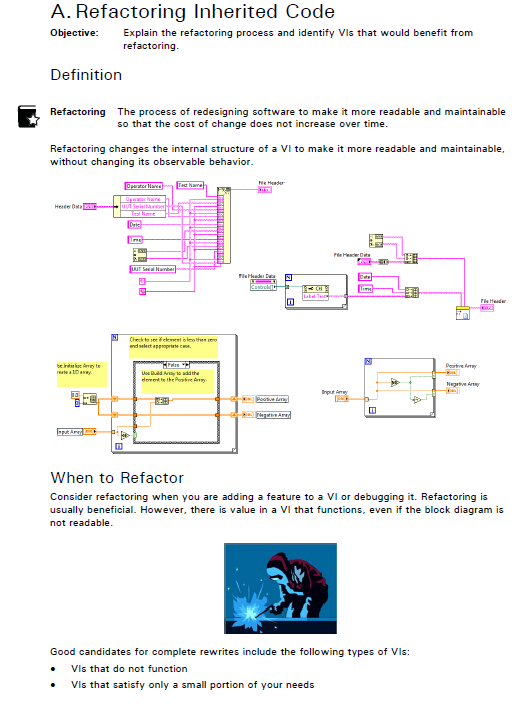


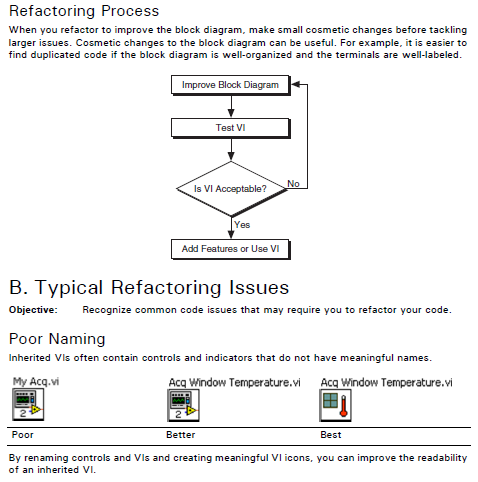


1. File I/O Techniques.



1. Improving an Existing VI.





1. Creating and distributing applications.

