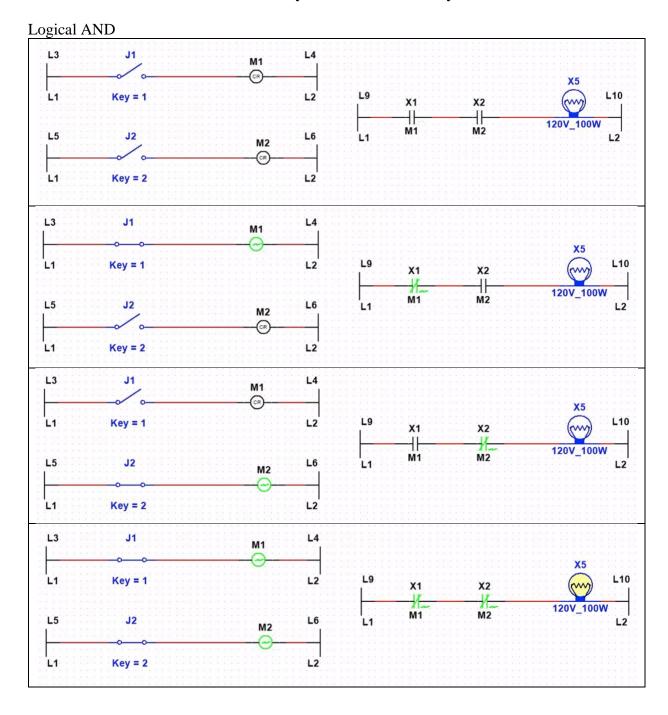
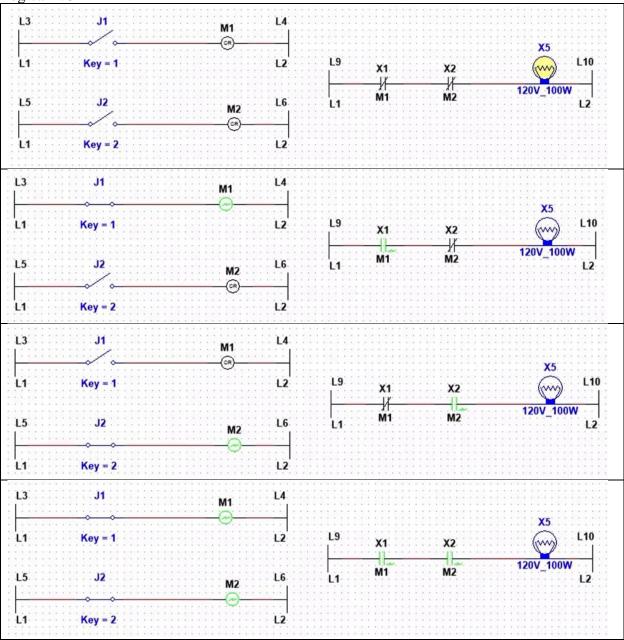
## **Laboratory 04 – PLC Laboratory**

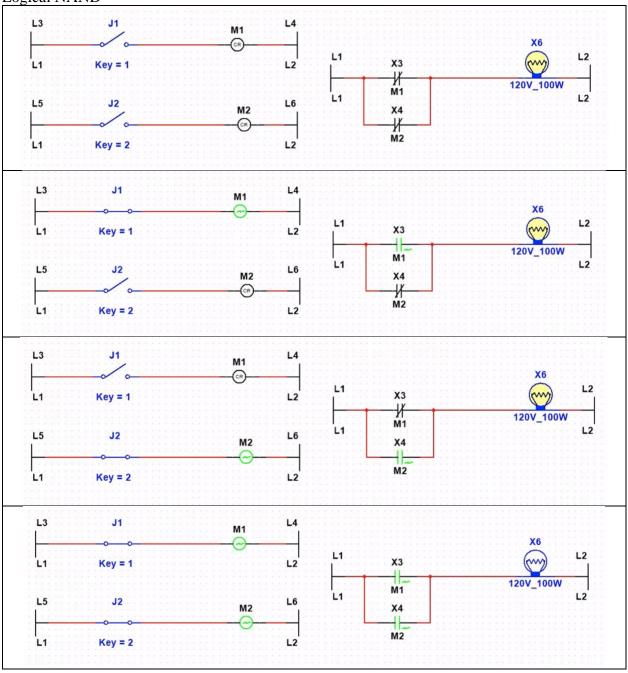


Logical OR L3 J1 L4 M1 X6 L1 L2 L2 X3 L1 Key = 1 | M1 120V\_100W L1 L2 J2 L6 L5 M2 X4 ||-M2 L1 Key = 2 L2 J1 L4 L3 M1 X6 L1 L2 X3 L2 L1 Key = 1 M1 120V\_100W L1 L2 L5 J2 L6 M2 X4 |-M2 Key = 2 L2 L1 L3 J1 L4 M1 X6 L2 L1 L2 X3 L1 **Key = 1** | M1 120V\_100W L1 L5 J2 L6 M2 X4 M2 L2 L1 Key = 2 J1 L4 L3 M1 X6 L1 L2 X3 L2 L1 **Key = 1** M1 120V\_100W L1 L5 J2 L6 M2 X4 M2 L1 Key = 2 L2

Logical NOR



Logical NAND



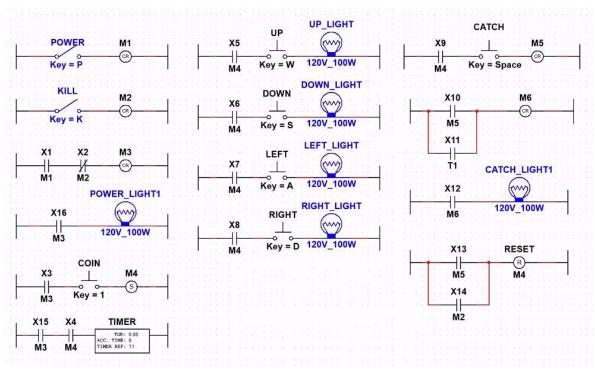


Figure 1. Ladder Diagram for Claw Machine

The figure above shows the full diagram for Claw Machine that I created. The first row shows the main power and kill switch that powers the whole machine. We can see that there's the POWER\_LIGHT which lights up the whole machine indicating it's working. The next one will be the COIN push button where it sets the timer and allow the user to use the main features controlling the claw. It also starts a TIMER that limits the user to use the controller for a certain amount of time. On the other hand, the SPACE push button allows the user to grab when it lights up the CATCH\_LIGHT indicating it use the feature. Lastly, the RESET allows to reset M4 that allows the user to control and the timer. This reset only activate when the space button pressed or the timer ends.

Here is the whole simulation of the Claw Machine: https://youtu.be/7gZJa6TObRA