COUNTER PROGRAMMING

First subroutine

1. Create a program using a counter up instruction that will run the motor after 5 counts. Use a start pb button to initiate counting up. The motor can be stop using stop input.
2. Create a program using a start pb to run a motor. In addition, a stop button will initiate counting down instruction that will stop the motor after 5 counts.
3. Using a 3rd input add another rung and create a program that will reset both counters.

Second subroutine

1. Create a program that will run the motor forward after forward button were pressed 5 times and automatically motor will reverse the direction once reversed button were pressed 5 times. The operation can be repeated as much as possible. Use green lamp for forward direction and red lamp for reverse direction.
2. Create a program that will start the conveyor after 5 products were received and automatically stops after 5 products were removed. Use your ingenuity.

COUNTER AND TIMER PROGRAMMING

Third Subroutine

1. Create a program that will run the motor if start push button were pressed 5 times and will automatically stop after 5 seconds.
2. Create a program that will run the motor forward. The motor can only be stopped after 5 seconds of running and stop button was pressed 5 times. Use amber indication for motor running.
3. Create a program that will run the motor forward after forward button were pressed 5 times and automatically motor will reverse the direction once reversed button were pressed 5 times. After reversing the motor forward direction will automatically run after 10 seconds and will not reverse until reverse button were pressed 5 times. The operation can be stop anytime. Use green lamp for forward direction and red lamp for reverse direction. Use your ingenuity.

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