

LabVIEW for Physicists

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August 2023

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This book is dedicated to my dear friend: Jacobus Boshoff 1993-2022

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Chapter 1

Introduction

1.1 Welcome

Welcome to the LabVIEW course, for 3rd year physics students, at UJ. In your first semester, you have been exposed to a programming language called C++, an *Object-Oriented* text based computer language. With this mighty tool in hand, you made a little microcontroller do your bidding, specifically an ATmega328 found on the Arduino boards.

You may have noticed how terse statements in can get C++, sometimes obfuscating the programmers intent, see listing 1.1 on page 3 for an extreme example. In this course however, we will not be dealing with text based statements, instead you will make a computer bend to your will by means of icons and wires!

Before we jump into the details, let us first compare two programs performing the same task, one written in C, and one assembled in LabVIEW.

Suppose we want to capture two decimal numbers from a user in order to compute the sum of said numbers:

C Programming

In listing 1.2, on page 4, the first line imports the required libraries for C to handle our input and output, or IO. We then have to declare what type of variables we are storing and give them names, in this case `numberA` & `numberB`. In this case, the values are initialised to 0, not required for this example, but good practice regardless. The numbers are then captured from

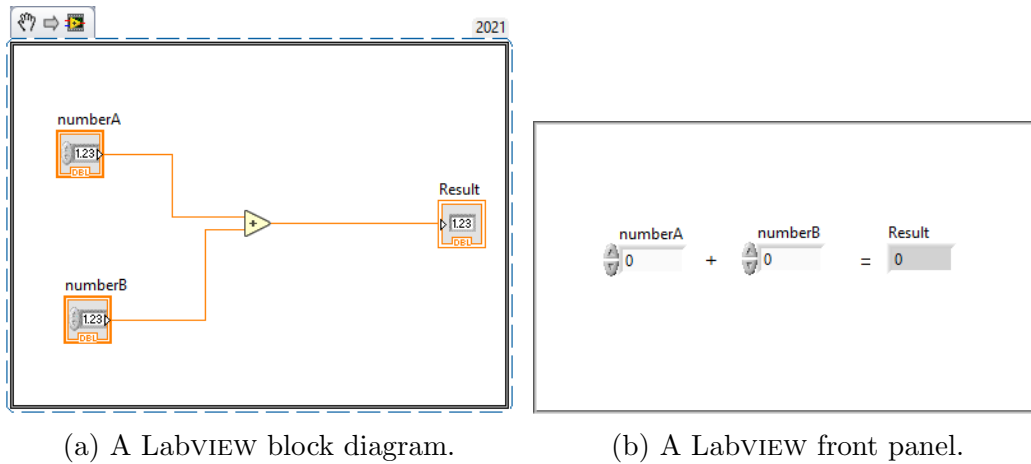


Figure 1.1: A LabVIEW program to sum two numbers.

the user on line 7 & 8. Finally, the results are printed so that the user may see that their system can indeed do basic arithmetic.

LabVIEW Programming

Without having any idea what LabVIEW is, I am sure you are able to follow what figure 1.1a, on page 2, is attempting to convey. In figure 1.1b you will find the *Graphical User Interface*, or GUI, for the summing program. The two figures are one program developed simultaneously, we will dive into the details throughout the course.

Before you even ask, yes it is really that simple. You will find that creating programs in LabVIEW is fun and rewarding, so relax and take it easy. By the end of this course, you will be able to create complex programs to help you solve problems in physics, as well as bridge the gap between the computer world and the real world.

1.2 The LabVIEW Interface

1.2.1 Introduction

LabVIEW usually greets you with a launcher, figure 1.2. From here you may open your recent projects, start a fresh project, or open a virtual instrument, known as a VI. For now, from the “File” drop down menu, select “New VI” or press **Ctrl+N** on your keyboard.


```

1  char*l="ustvrttsuqqqqqqqqqqyyyyyy}{|~z|{}"
2  " 76Lsabccddcba .pknbrq PKNBRQ ?A6J57IKJT576 ,+ -48HLSU";
3  #define F getchar()&z
4  #define v X(0,0,0,21,
5  #define Z while(
6  #define _ ;if(
7  #define P return --G,y^=8,
8  B,i,y,u,b,I[411],*G=I,x=10,z=15,M=1e4;X(w,c,h,e,S,s){int t,
9  o,L,E,d,O=e,N=-M*M,K
10 =78-h<x,p,*g,n,*m,A,q,r,C,J,a=y?-x:x;y^=8;G++;d=w||s&&s>=h
11 &&v 0,0)>M;do{_ o=I[
12 p=0]){q=o&z^y _ q<7){A=q--&2?8:4;C=o-9&z?q["& . $ "]:42;do{
13 r=I[p+=C[1]-64]_!w|p
14 ==w){g=q|p+a-S?0:I+S _!r&(q|A<3||g)|| (r+1&z^y)>9&&q|A>2){_
15 m=!(r-2&7))P G[1]=0,
16 K;J=n=o&z;E=I[p-a]&z;t=q|E-7?n:(n+=2,6^y);Z n<=t){L=r?l[r
17 &7]*9-189-h-q:0 _ s)L
18 +=(1-q?l[p/x+5]-l[0/x+5]+l[p%x+6]*-~!q-l[0%x+6]+o/16*8:!!m
19 *9)+(q?0:!(I[p-1]^n)+
20 !(I[p+1]^n)+l[n&7]*9-386+!!g*99+(A<2))+!(E^y^9)_ s>h||1<s&s
21 ==h&&L>z|d){p[I]=n,0
22 [I]=m?*g=*m,*m=0:g?*g=0:0;L-=X(s>h|d?0:p,L-N,h+1,G[1],J=q|A
23 >1?0:p,s)_!(h||s-1|B
-0|i-n|p-b|L<-M))P y^=8,u=J;J=q-1|A<7||m||!s|d|r|o<z||v
0,0)>M;0[I]=o;p[I]=r;m?
*m=*g,*g=0:g?*g=9^y:0;}_ L>N){*G=0 _ s>1){_ h&&c-L<0)P L _!
h)i=n,B=0,b=p; }N=L;}
n+=J|| (g=I+p,m=p<0?g-3:g+2,*m<z|m[0-p]||I[p+=p-0]);}}}}Z!r&
q>2|| (p=0,q|A>2|o>z&
!r&&+C*--A));}}Z++0>98?0=20:e-0);P N+M*M&&N>-K+1924|d?N
:0;}main(){Z++B<121)*G
++=B/x%x<2|B%x<2?7:B/x&4?0:*l++&31;Z B=19){Z B++<99)putchar
(B%x?l[B[I]|16]:x)_
x-(B=F)){i=I[B+=(x-F)*x]&z;b=F;b+=(x-F)*x;Z x-(*G=F))i=*G
^8^y;}else v u,5);v u,
1);}}

```

Listing 1.1: This listing is executable C code see <http://www.nanochess.org>

```
1  #include <stdio.h>
2
3  int main() {
4
5      double numberA = 0;
6      double numberB = 0;
7      scanf("%f", &numberA);
8      scanf("%f", &numberB);
9
10     printf("%d + %d = ", numberA, numberB, numberA + numberB);
11     return 0;
12 }
```

Listing 1.2: A simple C program to add two user typed numbers

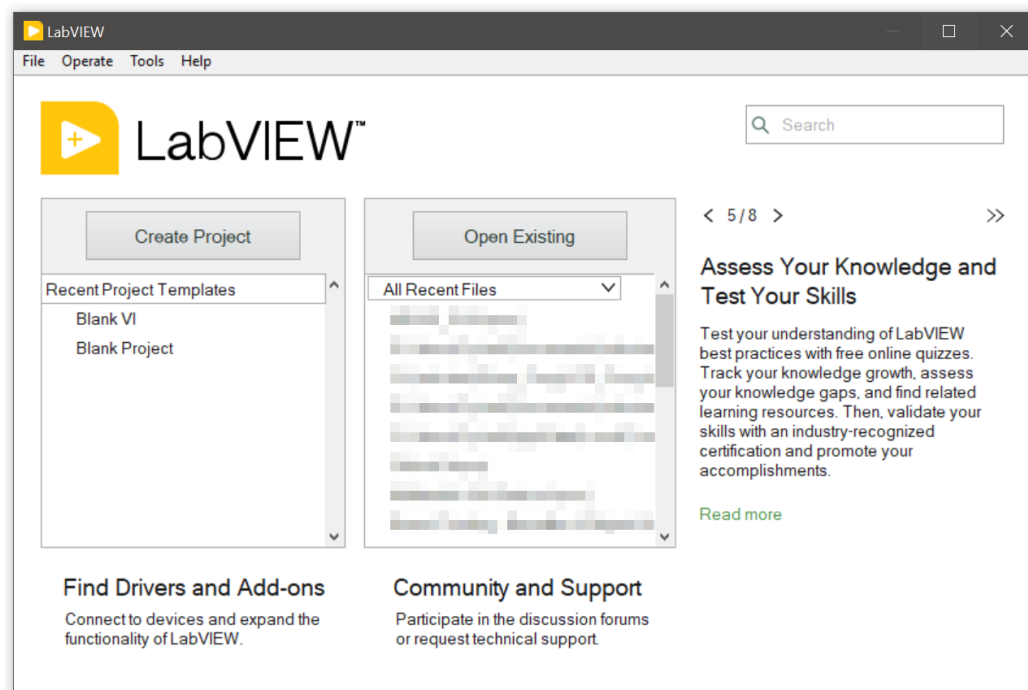


Figure 1.2: The window LabVIEW greets you with on startup.

Two windows will pop up, a “Front Panel” and a “Block Diagram”. You will need to familiarise yourself with the LabVIEW interface, this is best done by exploration, trial and error. Simply mousing over any button should give you some clue as to what the button does or what is contained in the menus. You probably would not break your computer or the LabVIEW installation by playing around with the interface.

In the next few sections we will go over what is meant by a VI, the difference between the block diagram and the front panel, how to cycle between these views, and how to place objects on these windows.

1.2.2 The VI

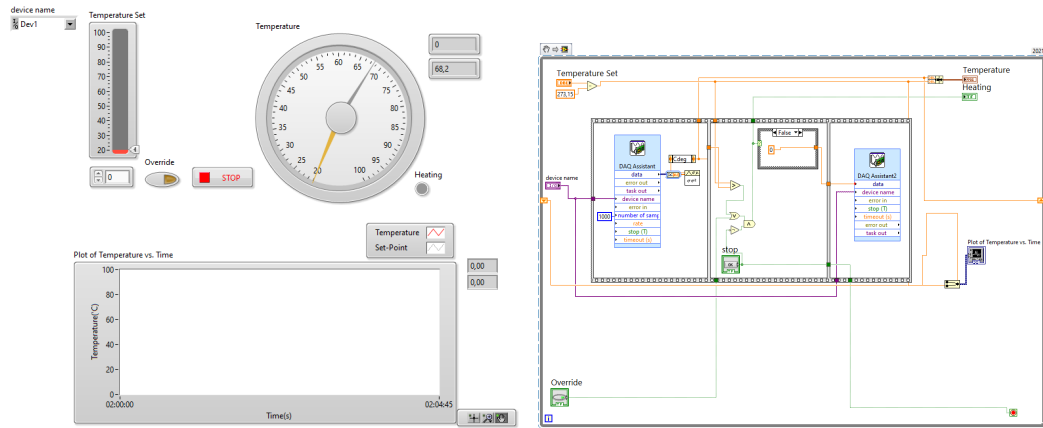
As stated before, VI is short for virtual instrument. The idea is that you create an interface which may be operated by a human, usually with a mouse and keyboard. This interface is called the “Front Panel” in LabVIEW. You then glue the elements of the front panel together in the “Block Diagram”, this is where the LabVIEW magic happens, or the LabVIEW logic execution engine, if you do not believe in magic.

Figure 1.3a, on page 6, shows one of the first front panels I have ever created along with the block diagram in figure 1.3b. By the end of this course you will be able to understand exactly what is going on there so do not let it intimidate you. Assert dominance over your computer, lest it assert dominance over you.

The Front Panel

Figure 1.4 shows an empty front panel. **Right clicking** anywhere on the grey grid will open a menu containing controls, known as the “controls palette”. Do not be overwhelmed, given some time you will get a feel for where the most important controls are. As mentioned, and will be repeated throughout this book, explore the interface on your own.

Here is a little secret, simply press **Ctrl+H**. This will open a floating window called “Context Help”, your new life-line in LabVIEW. Hover over anything and it will give you some information about what you are looking at. Pressing “Detailed help” takes you to the LabVIEW help files. You will spend a great deal of time reading these documents as you progress through your LabVIEW journey so you should know where to find it.



(a) A more useful front panel.

(b) The logic behind the front panel.

Figure 1.3: A program which turns a kettle on and off to achieve a set temperature.

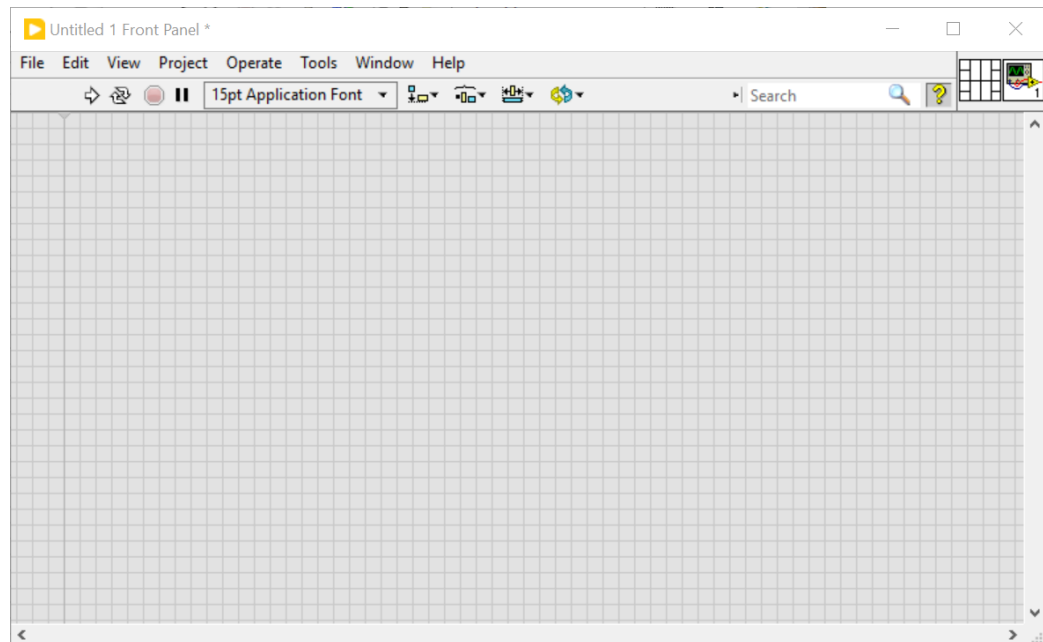


Figure 1.4: A barren wasteland of a front panel, not very useful.

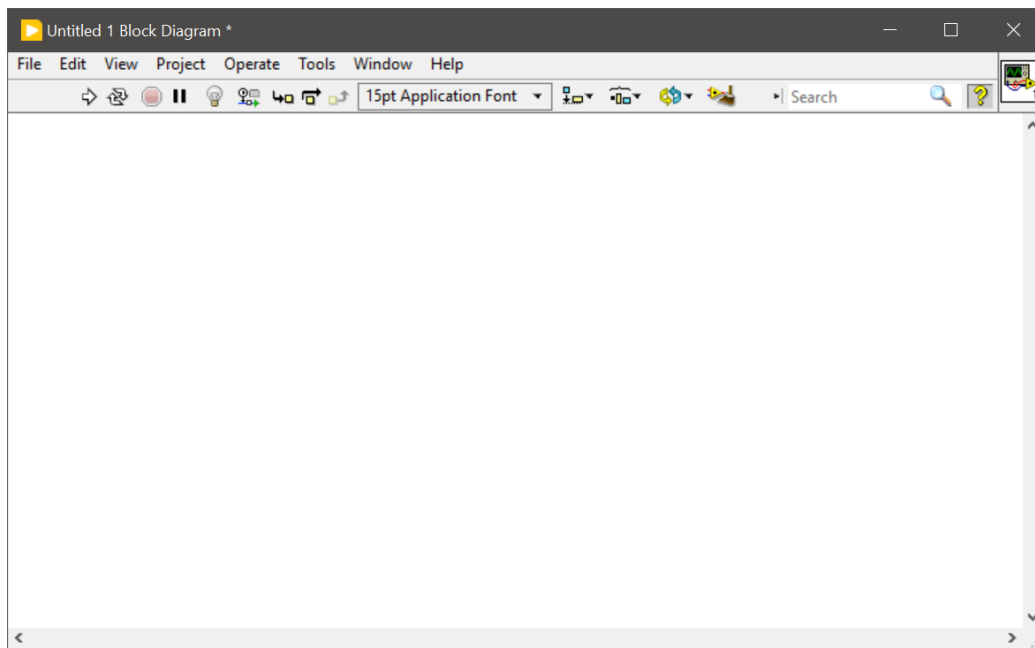


Figure 1.5: The void, even interstellar space has more going on than this panel.

If you figured out how to place down controls in LabVIEW, that is great, do not let the interface intimidate you. If you have not done so yet, we will go through the details in section 1.4.2.

The Block Diagram

The sibling panel to figure 1.4 may be found in figure 1.5. As before, you may **Right click** on the white background to open the “functions palette”. This is where you will spend most of your time in LabVIEW, other than the help files that is. You wire together small function blocks to build the logic of your program. If you are reading this and can’t find the block diagram panel, simply press **Ctrl-E**, this will switch from the front panel to the block diagram and vice versa. This is probably the most important hot-key in LabVIEW so learn it, you will often have to flip between the two windows.

1.3 LabVIEW variables and you

1.3.1 Overview

From your knowledge of mathematics, you understand the concept of a variable. This concept is of fundamental importance to all fields of computer science so let us take a slight detour before we dig further into LabVIEW.

Variables are named containers in which we may store information. It is then possible to read from, or write to, this container using its name. At any moment in time, there are several named variables in your head, for example: `cellphoneNumber`, `currentDate`, `amountOfCoffeeHadToday`, etc.

With these examples, it is clear that some variables are not of the same type, i.e. saying “I had 3 June 2022 coffees today” makes no sense. You should know by now, or if you do not you will learn very soon, that computers are incredibly stupid and they will happily add 3 June 2022 to 072 543 7711 and give you a result. (The answer is 29 May 2045 by the way).

In general, it is your job to tell the computer what type a variable is. This is not strictly true as many programming languages can infer the data type from your input, however for LabVIEW and programming languages such as C and C++, you are responsible.

1.3.2 Variable Types

Boolean

Perhaps the most fundamental variable type is the boolean, or bool for short. It consists of either yes or no, true or false, 1 or 0, you get the picture. In LabVIEW, bools form the basis of nearly all your decision making code. It is represented as green icons, seen in figure 1.6a, on page 10.

Floating Point

Floating point variables hold decimal numbers, in an application this may be the value of a magnetic field, the temperature of a thermocouple, basically any number that you can think of that would fit into 64bits of memory (more on that if you do computational physics in honours physics). All floating point values are represented in Labview as orange icons, seen in figure 1.6b, on page 10.

Integer

The integer type is self explanatory. This is the only type of number which may be represented in LabVIEW as exact numbers and is ideal for comparison and counting. It is worth mentioning briefly that integers exist as two types namely signed and unsigned. Negative numbers are contained in signed integers, unsigned integers are strictly positive. The nuances of signedness are best left for the computational physics course in honours. Integer types are represented as blue icons in LabVIEW, see figure 1.6c on page 10.

Strings

This line that you are reading is a string. Strings are made up of characters, itself a type of variable. Characters are not as important in LabVIEW as in other programming languages so they do not deserve their own subsection. Strings may be used to convey information to users, it may also be used to store information on your hard-disk. Strings are pink in LabVIEW, reference 1.6d on page 10.

Arrays

Arrays are homogenous sections of sequential memory. Any of the above data types may be formed into an array. This variable type allows you to reference a collection of data points as a single item. Unless you derive joy from naming thousands of individual variables, you should use arrays when working with more than a handful of data points. Arrays are indexed from 0 in LabVIEW, important if you have programmed in Fortran before. Arrays follow the colour of their contents in LabVIEW, i.e. a blue array contains only integers.

Aggregate Types

Variable types may be grouped together to form a new variable type, usually with some relationship among one another. In LabVIEW, these types are known as clusters, similar to structs from the C family of languages. We will leave clusters for now, they are only really useful once your programs start getting big.

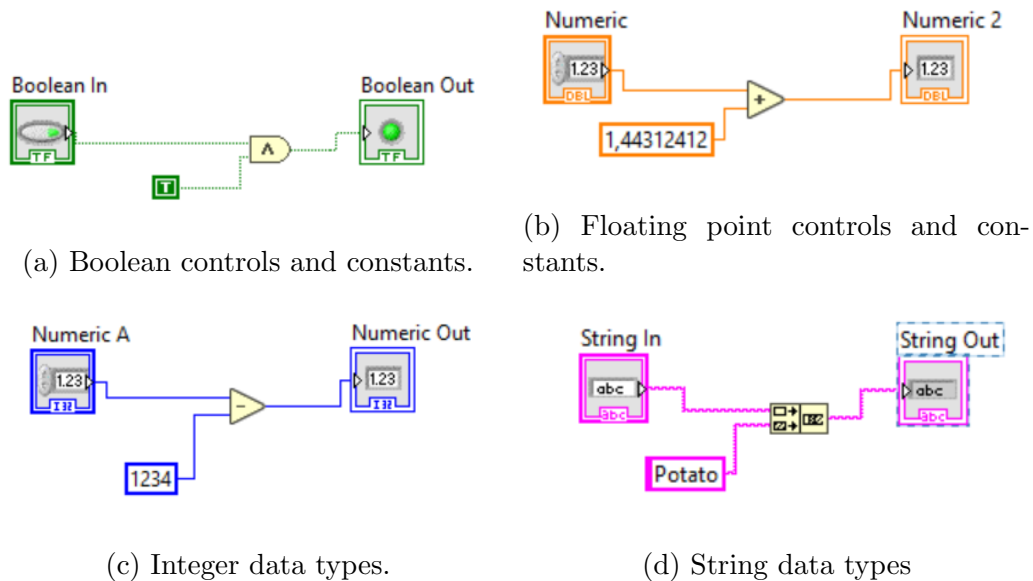


Figure 1.6: Fundamental LabVIEW data types.

1.4 Your First LabVIEW program

1.4.1 Problem statement

We must create a program in which a user gives three integer values, `numberA`, `numberB`, and `NumberC`. The program needs to compute and output the sum of `numberA` and `numberB` as well as indicate if this sum is larger than `numberC`.

The rest of this section will show you in detail how such a program is made in LabVIEW, however it will not explain the details of the program in depth. This is left for later sections in chapter 2.

1.4.2 Implementation

Front Panel

You may think of the front panel as your scratch pad. What information does the user need to provide for our program and how may the computer display the outcome of a process?

Anywhere on the front panel, **right click** to show the control palette. Mouse over the top left folder called “Numeric”, a new window will pop up.

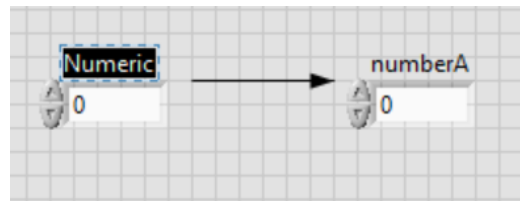


Figure 1.7: What you should have after renaming the control.

Drag your mouse into this window and select “Numeric Control” by clicking once on the icon. You will notice that your mouse cursor now changed to a little grab hand with an outline of the proposed control. Simply click where you would like this control to live.

The name “Numeric” is not helpful to us. If the name is highlighted, white text in a black box, you may type a new name and it would replace the old one. Call this control “numberA”. If the name is not highlighted, simply **double click** on the name until you see the black box with white text and then type “numberA”. Once you have typed the name, **left click** anywhere on the background to make the change permanent.

Figure 1.7 shows how selected text looks like and what you should have on your front panel after you have renamed the control. Repeat what you have just done two more times to create “numberB” and “numberC”.

For our resulting number, open the controls palette, go to “Numeric” and select the “Numeric Indicator” icon. Rename this to “Result”.

Finally, open the control palette again, this time go to the “Boolean” folder and select the “Round LED”. You should place this close to your result indicator. You will start to notice that grouping controls together with regards to input and output makes it easier to understand the intent of your program. Lastly, rename this indicator to “Result is greater than numberC?”.

Your front panel should now look like the panel in figure 1.8 on page 12.

If you are not satisfied with your layout, you may **left click** and hold on the edges of a control and drag it to where you would like to be. This might take some getting used too. Your cursor will change from a cross to a pointer when you hover over a part of a control which is allowed to be moved.

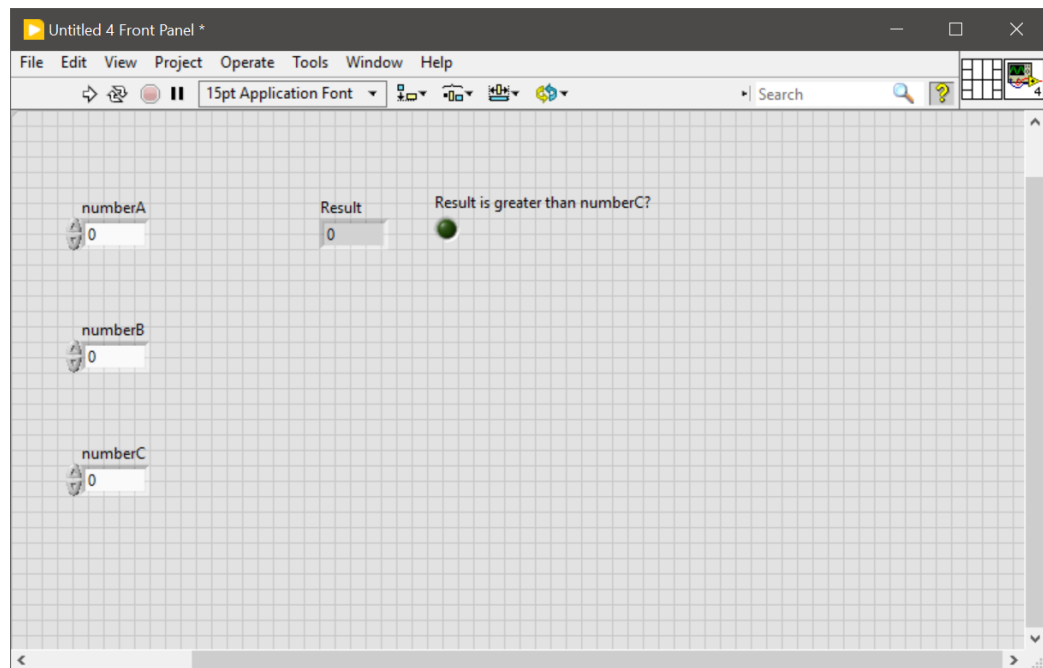


Figure 1.8: Roughly what your front panel should look like..

Block Diagram

While looking at your front panel, press **Ctrl-E** to flip to your block diagram. You would notice that what you have done on the front panel is reflected in the block diagram. Your inputs have little white arrows pointing out of the icon to the right. The outputs, also known as indicators in LabVIEW, have white arrows pointing into the icon on the left.

You should move these icons so that the interface flows from left to right, that is, inputs on the left and outputs on the right. You move the icons like you have moved the front panel elements, just click, hold, and drag the icons to where you think they should live. See figure 1.9 for inspiration.

You are now ready to build the logic of your program. From our problem statement, we need to sum numberA and numberB. Both are numerical values so we go to the “Numeric” folder of the function palette. The first icon you see is the add function. Place it somewhere in the middle of your inputs and outputs.

Hover your mouse cursor over the newly placed function, you will notice that little orange terminals are highlighted. If you hover over one of your

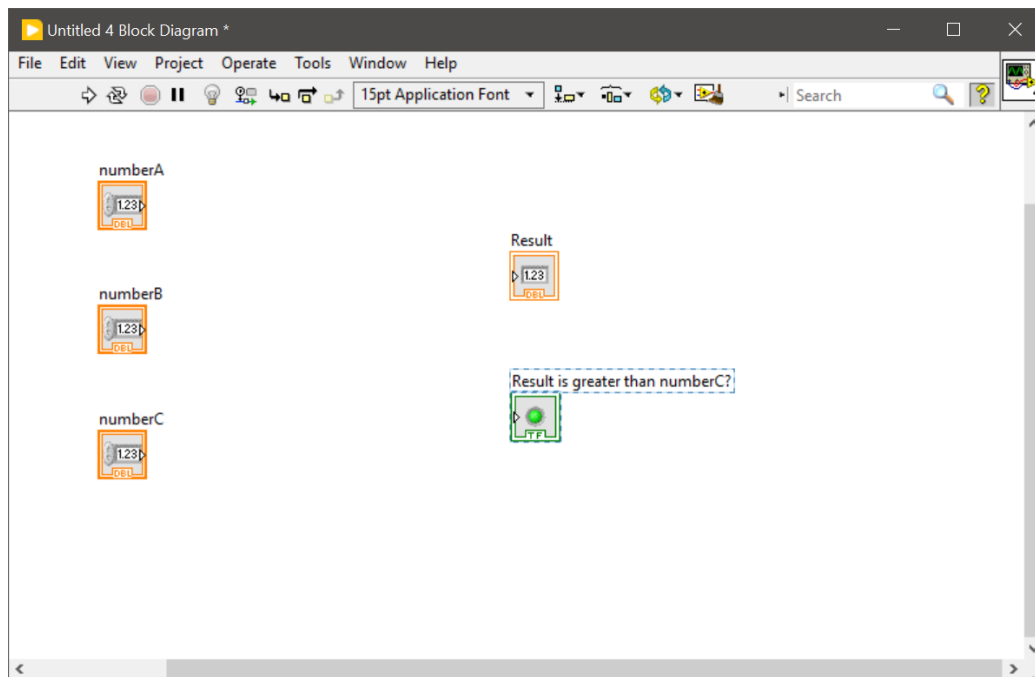


Figure 1.9: More or less what your block diagram should look like.

number inputs, you will also see a little terminal, conveniently placed next to the white arrow. **Left click** on the terminal of numberA, moving your mouse around the screen you will see a black striped line following your cursor. Then **left click** on one of the terminals of the add function. You would see something like figure 1.10 before you click. This will create an orange line, also known as a wire, connecting your input to the function.

Connect numberB to the add function, then connect the output of the add function to the result indicator. You should now have a block diagram that looks like figure 1.11 on page 14.

From the function palette, select the “comparison” folder and look for the function that says “greater than”. It is the triangle with the > symbol on it. Place this somewhere below the add function, but still between the controls and the indicators.

You should now wire the output from this function to the terminal of your LED. The function compares two inputs and sends a true value to the LED if the one input is greater than the other, but how do we know which input is which? The “context help” window will show you which input is

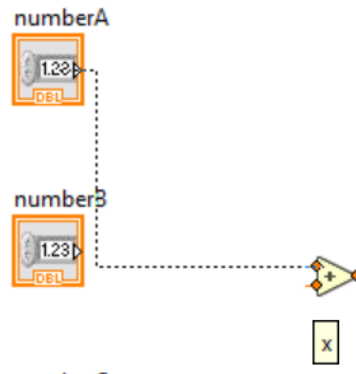


Figure 1.10: A ghostly wire follows your cursor to your desired terminal.

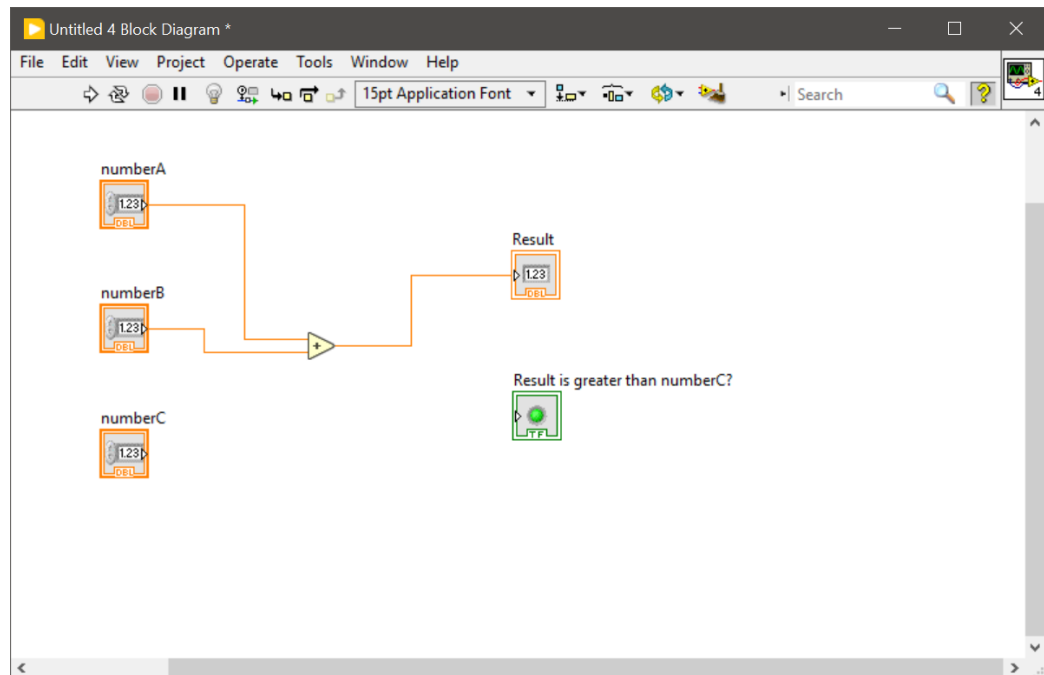


Figure 1.11: The summing logic wired correctly, your block diagram should look like this.

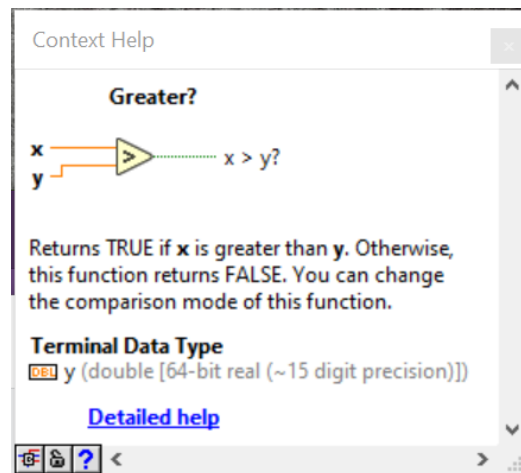


Figure 1.12: The context help for the comparison function, the top terminal is x and the bottom one is y .

which, see figure 1.12. If you do not see this window, just press **Ctrl+H** on your keyboard.

Wire in the value from numberC into the comparison function and connect the other input to the output of your summing function. You may do this by starting the wire at the input of the comparison function and **Left clicking** on the wire leading from the summing function to your result indicator. It is also possible to **Right click** on the wire leading from the summing function and selecting the “Create wire branch” option from the menu. You then wire this into the comparison function.

Finally, your block diagram should look like the one in figure 1.13. You may also move around the wire pieces by **left clicking** on them and dragging them about.

1.4.3 Testing your program

You may now go back to your front panel. You can click in the centre of the controls and type in a value. Do this for all three number controls and press the play button, the one found near the top left of your window.

Does your results make sense? Is the summing correct? Is the light on? Should it be on? These are all the questions that you should have when

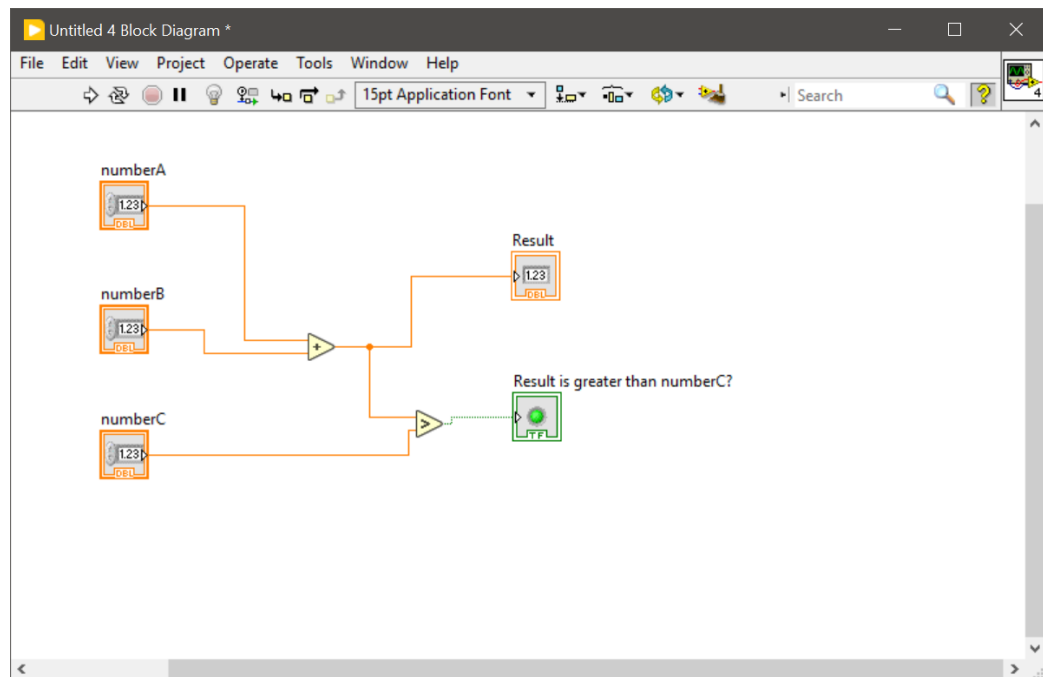


Figure 1.13: The final wired block diagram.

testing your program. Figure 1.14 shows what happens when the sum of numberA and numberB is greater than numberC. Figure 1.15 shows when numberC is smaller than the sum. If your program does the opposite of what it is supposed to do, make sure that you have wired in the correct terminals and have selected the correct comparison function. It is worth noting that the VI executes once and stops. After you have typed in new values, you will need to run the VI again.

You may now save your VI by clicking “File” on the task bar and selecting save from the menu. Name it something like “helloworld.vi”.

1.4.4 Review

From this example, you have learned how to open LabVIEW and how to create a VI. You have also learned how programs are built using the front panel and the block diagram. This is enough for you to start experimenting with the available functions to create interesting programs.

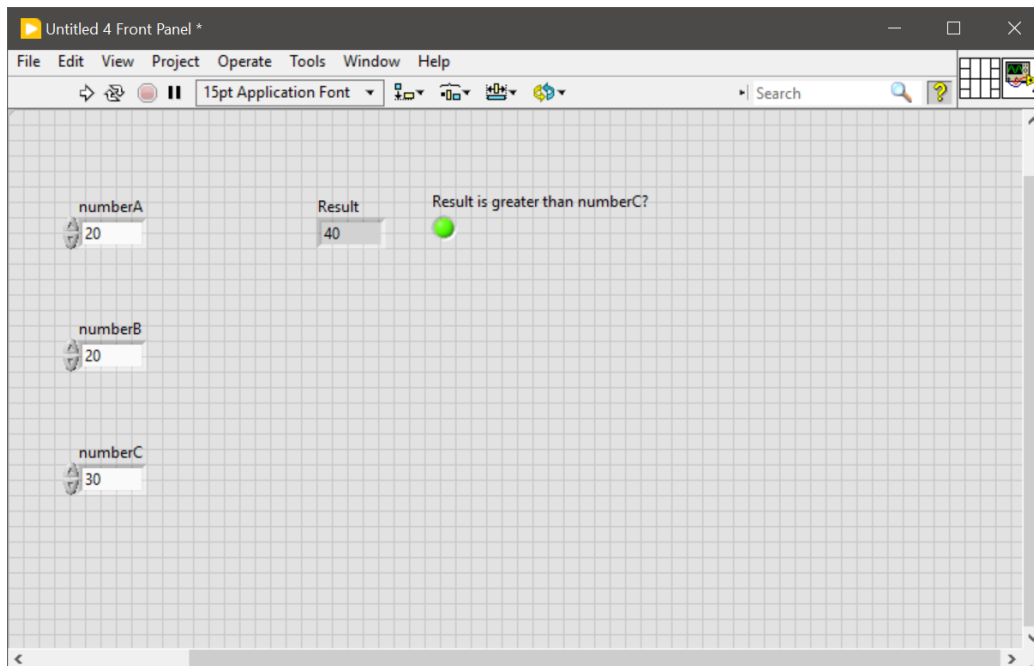


Figure 1.14: The sum is 40 which is greater than 30 so the LED is on.

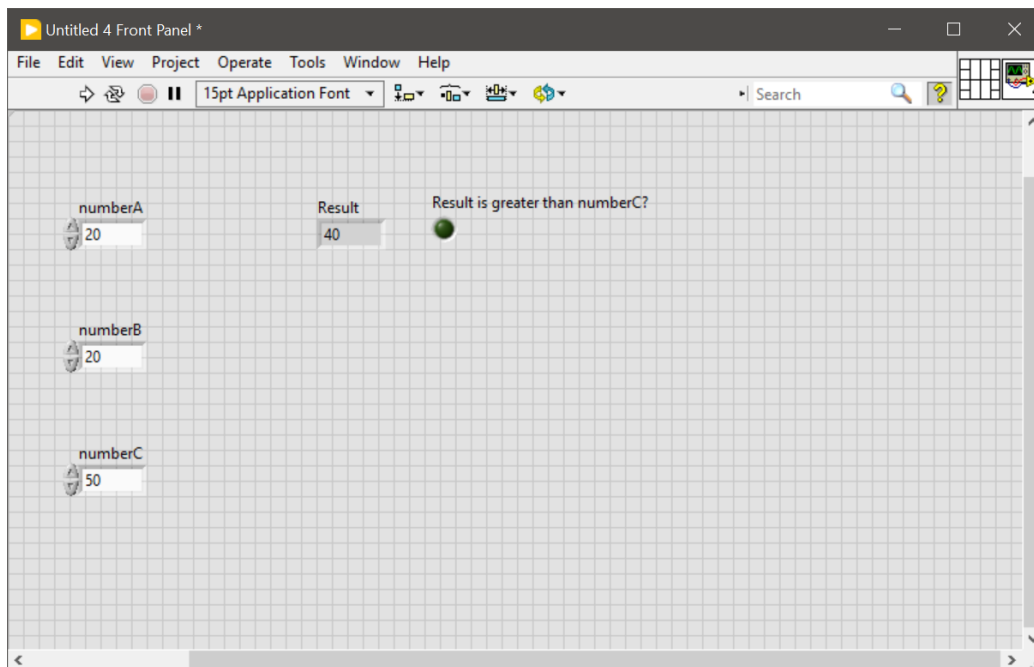


Figure 1.15: Changing numberC to 50 turns the LED off.

1.4.5 A word on Accessibility

Colour Blindness

You may have noticed the unique colours attributed to different variable types, if you didn't, you may be colour blind. As of Q3 2022, LabVIEW has no colour-blind friendly mode so you need to study figure 1.6, on page 10, and make a note of the colours you struggle to distinguish. The icons also provide small abbreviations, i.e. TF for boolean and DBL for floating point types.

If this is not useful to you, you may change the colour filter on your computer if you are a windows user. Go to: Start>Settings>Ease of Access. Then select the Colour filters option. Here you will be able to change the colour profile of your monitor, do this while having an example VI open until you can distinguish the variable types with ease.

Vision Difficulty

Depending on various factors, you may struggle to build a block diagram in LabVIEW due to everything being small. As of Q3 2022, LabVIEW still does not offer a zoom feature for you to connect terminals easier. A workaround for this is to use the UI scaling feature built into windows.

Go to: Start>Settings>Ease of Access. Then select the display option. Here you may scale the UI using the "Make everything bigger" option. Adjust this value until you are comfortable connecting terminals in LabVIEW.

1.5 Mini Projects

1. You are building a safety interlock system for your laboratory.

A powerful x-ray source is required to perform diffraction measurements on powdered samples. This x-ray source requires water to flow through its manifold so that it does not overheat and burnout. If this breaks, you owe the laboratory R100 000 in repair fees. Although the x-rays you receive at the dentist is safe, the intensity of the x-rays used for XRD would cause serious radiation burns which could lead to cancer, the x-ray source should not be allowed to run if the safety door is open.

Build a interlock system in LabVIEW that would prevent damage to the XRD machine and prevent damage to you.

To achieve this, you may use switches on your front panel to indicate whether water is flowing through the system and whether the safety door is closed or not. You need a switch that would be the power switch for the x-ray source. Your program needs to light up an LED indicator if the power is switched on and the conditions for operation are met. If the conditions are not met, the LED indicator should not light up.

2. You have a few friends from the United States who do not understand the Celsius temperature scale.

They are confused that we are walking around on the beach when it is 30°outside.

Build a simple program which would accept a numerical input as degrees Celsius and convert that to Fahrenheit. This should allow your friends to get a feel for the Celsius temperature scale.

This program is rather boring, let us make it more interesting by adding indicator lights for the boiling point and freezing point for a couple of materials. For example, if the input temperature is 50°, neither the boiling nor the freezing light should be on. If the temperature is above 100°, the boiling light should be on. You should have lights for water and ethanol. Bonus marks for an extra substance.

Chapter 2

Computing Fundamentals in LabVIEW

In this chapter, we will go over some of the basic building blocks of a computer program in the context of LabVIEW. This chapter will be heavy on examples in LabVIEW, but will be light on the trivial details such as how to open a VI and how to place functions and controls. If you have not already done so, review the exercise in section 1.4.2 in Chapter 1.

If you get stuck, you may open the LabVIEW help files by pressing **Ctrl+?** and navigating to the “Fundamentals” section. If you would like to see more examples of how things are done in LabVIEW, on the taskbar select “Help” and navigate down the menu to find “Find Examples...”, here you will find a library of examples. These examples range from trivial arithmetic, to programs which would make you a cup of coffee if you supply it with enough hardware.

2.1 Decision making structures

Without the ability to make decisions, computers would not be as useful as they are now. Try to think of a computer program that makes no decisions based on its input, they do exist and some are even useful. We are not interested in such academic programs, we want our computer to do the heavy lifting for us, just imagine clicking **yes** or **no** for a data set of a billion numbers. My computer can do that in 5.76 seconds (I just checked using LabVIEW).

If you are familiar with programming, you know that the most fundamen-

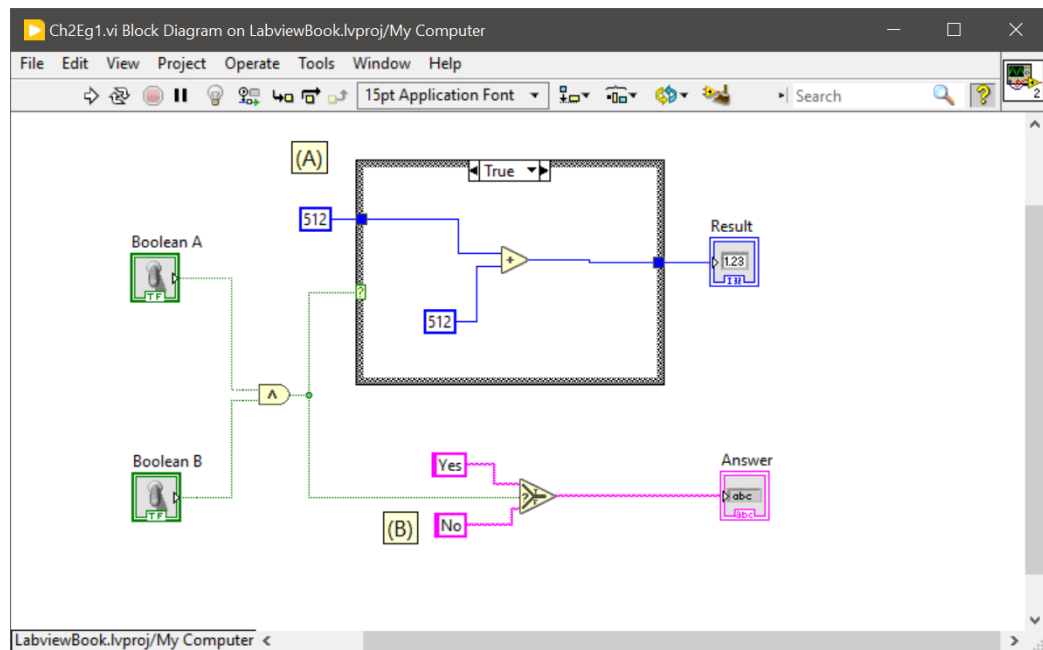


Figure 2.1: A case structure showing its truth block (A), and a ternary operator (B).

tal decision making block is an “if-statement”. You supply the block with a condition, and the program executes statements based on that condition. Technically speaking, LabVIEW has no such thing as an if-statement, it has “case-structures” and “ternary-operators”.

2.1.1 Case Structures

The case structure executes a block of code according to its input condition. In LabVIEW, the input condition may be either a boolean value, an enumeration, or an error value. Figure 2.1 (A) shows how a case structure looks, a thick grey box with a green ? and a selection box stating “True”. What ever is inside this grey box will be executed if a boolean true value is wired into the conditional terminal, the green ?. Figure 2.2 shows what would be executed if the condition is false.

Comparison functions in LabVIEW produce only boolean values, this you have seen in the examples so far. Feeding these boolean values into case structures allow you to select different operations to be preformed. The example provided in figures 2.1 & 2.2 show how you would choose two different operations on an integer. If the condition is true, 512 is added to the input

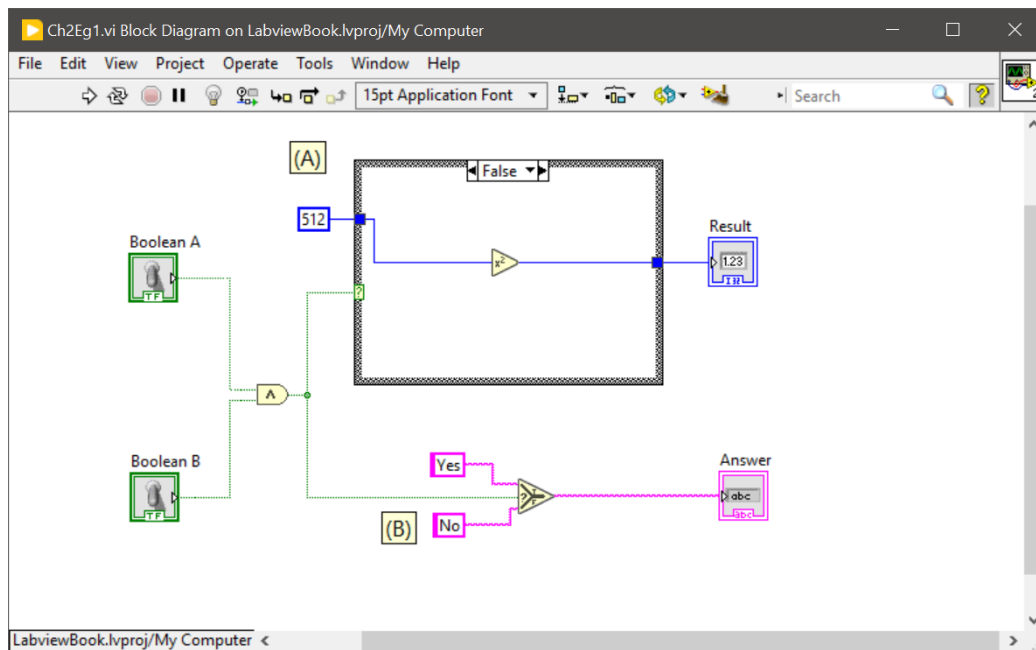


Figure 2.2: A case structure showing its false block (A), and a ternary operator (B).

number and the result is given, the indicator outside the case structure. If the value is false, 512 is squared and the result given.

A case structure also accepts enumeration values. This is similar to a switch structure in C programming. In figure 2.3, a value named “Multiply” is placed into the case structure. This allows you to have many paths of execution in a single structure. In the example, a simple calculator is made which takes two input numbers and an enumeration condition, the block then executes the proper logic and hands you the result at the end. One of the mini projects at the end of this chapter will require you to create a 4-function calculator.

2.1.2 Ternary operators

The plural in the title is misleading, there is only one ternary operator in LabVIEW. Figure 2.1 (B), on page 22, is this little function in action. You supply it with a boolean value and outputs either its truth or false value. In this example, if the boolean value is true, then the ternary operator outputs the string “Yes”.

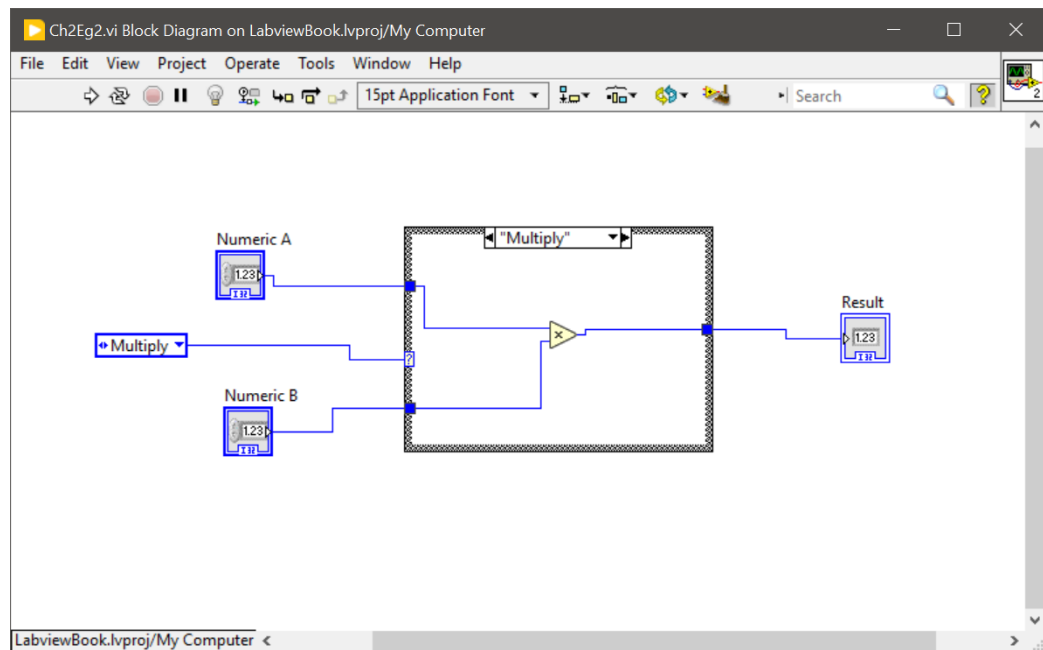


Figure 2.3: A simple calculator using an enumeration type and a case structure.

The only caveat is that you must use the same variable type for its true and false inputs, this type will also be its output type. There really isn't anything more special about the ternary operator. It is possible to implement a ternary operator using a case structure, an exercise left for the reader.

2.2 Code looping structures

In the previous section, I mentioned that my computer could make a billion decisions in 5.76 seconds. The program certainly did not contain a billion case structures, it only had one.

It is quite rare for a program to only make one decision before execution stops, most probably you have a few decisions which would need to be repeated thousands of times per execution. One may even say that you would like to have a program perform a "loop" of decisions. This is where loop structures come into play.

The two loop structures available to us in LabVIEW is the "For Loop"

and the “While Loop”. The for loop executes a set number of times while the while loop executes until some specified condition is met. These two structures are closely related however since the for loop can pretend to be a while loop. It is also worth mentioning in passing, to those of you with previous programming experience, that both loops act as ‘do-while’ loops since they execute at least once before evaluating their conditional terminals.

The flow of information in LabVIEW is rather unconventional, this will be elaborated upon in a future section, but for now there will be references to arrays, time functions, and shift registers without going into depth for either topics.

2.2.1 For Loops

A for loop executes a predetermined amount of times. Figure 2.4 is perhaps the most simple, yet interesting, loop possible in LabVIEW. You set the number of times the loop should run in the “Number of times” control and the loop shows you the iteration step number along with a random floating point number between 0 & 1. The little watch function in the bottom right corner is to slow the loop execution speed to twice every second so you are able to observe the number generated.

The example is heavily constrained however, there is no way for the information generated to be stored in memory so there is no knowledge for what the random number was in the previous iteration let alone what the series of generated numbers were.

Just by introducing a concept known as a shift register, we can actually start making useful programs, or what ever useful means in this case. A shift register allows you to store a variable from a current loop iteration so that it is useable in the next iteration. To illustrate this, let us create a loop that prints out, in sequence, the first 10 numbers in the Fibonacci sequence.

The Fibonacci sequence, defined by the recurrence relation:

$$F_0 = 0, \quad F_1 = 1, \quad F_n = F_{n-1} + F_{n-2}$$

An implementation of this may be found in figure 2.5. On the right hand side of the loop structure is a little blue arrow in a box, this is the terminal where you value the number you want available to the next loop iteration. To add a shift register to a loop, **right click** on any side of the loop frame

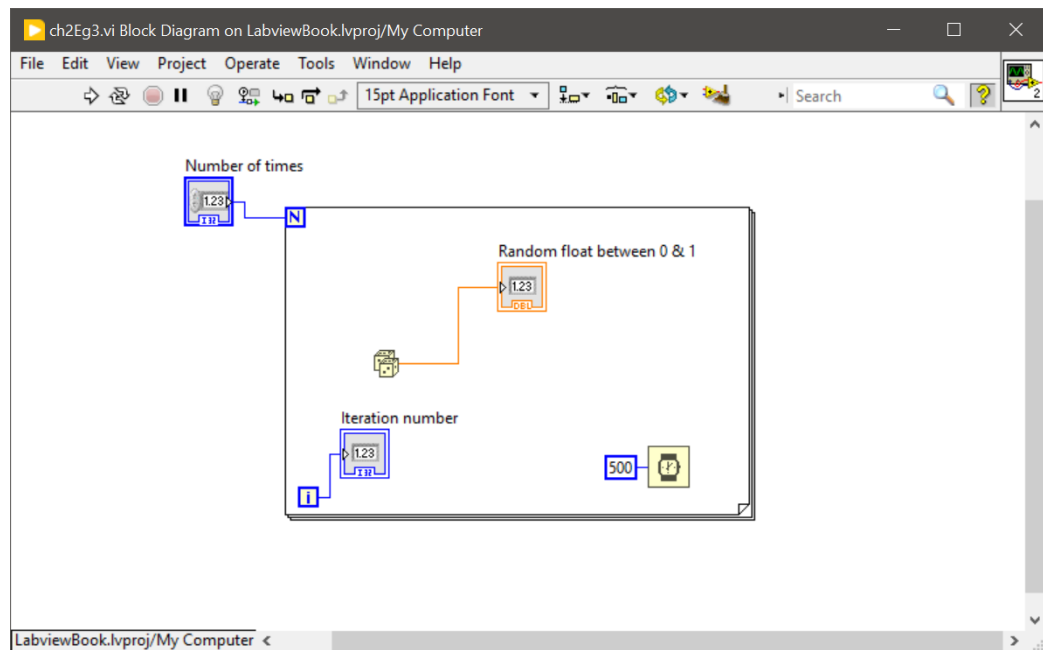


Figure 2.4: A simple loop that ejects random numbers, two every second.

and select “Add Shift Register” from the drop-down menu.

You may notice in that example that the left hand side has two little arrows stacked on top of each other, this gives you access to the previous iteration values. In this case the top arrow is the value of iteration $n-2$ and the bottom arrow is the value of iteration $n-1$. You can extend or reduce the number of iterations available by clicking and dragging the bottom edges of the shift register.

The values feeding into the left of the shift registers initialise the two first numbers in the sequence. If you do not do this, the two initial numbers would be 0. Do not rely on such implicit details, if you want to have the first numbers to be 0, wire in a zero constant explicitly. This will also show your intent in the code and not leave people reading the code guessing.

The indicator wired to the little blue i gives you access to the current iteration, starting from 0 and ending in $n - 1$. You don’t need to memorise this, just hover your mouse over the little blue i and it will tell you. Although not exactly useful in this example, it makes working with arrays significantly easier so you should look forward to that.

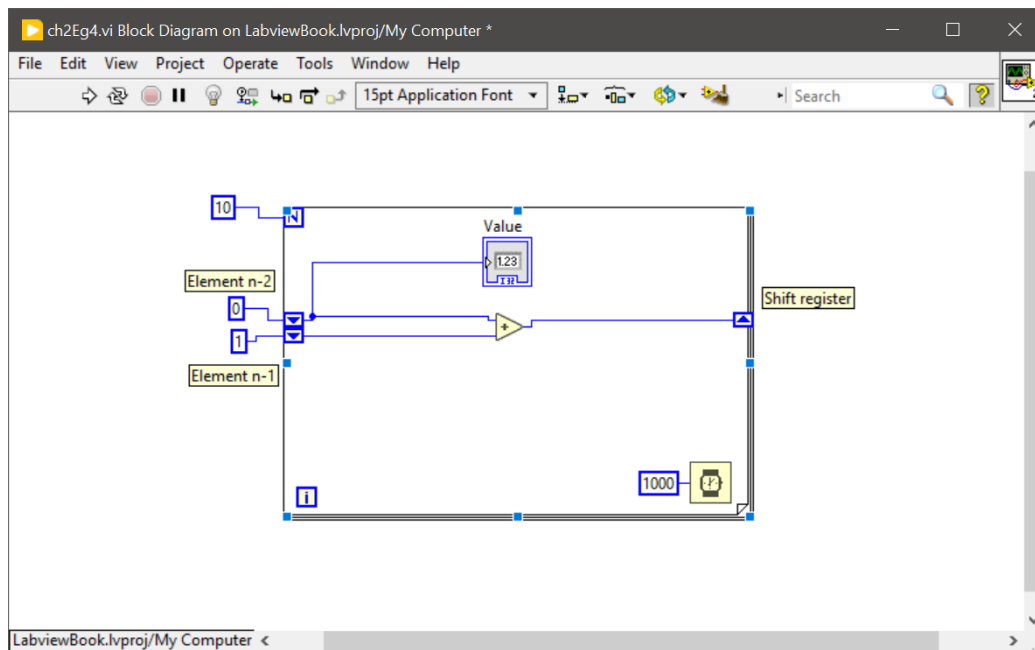


Figure 2.5: A loop that displays the Fibonacci numbers, updating every second.

2.2.2 While Loops

Suppose your program needs to monitor a temperature sensor and it requires the temperature to be above some set point before it turns on a fan, say. You can not know when this temperature threshold is reached, if it is ever reached. In such a case, a while loop allows us to execute some code only leaving the loop once some condition is met. If the condition is never met, then the loop never ends.

Figure 2.6 is the previous Fibonacci sequence program modified to use a while loop instead. Gone is the little blue N in the top left corner of the loop. Instead, a little red octagon is present at the bottom right corner of the loop. This is the conditional terminal

In this example, if a number in the sequence is greater than 100, the comparison function sends a “true” value to the condition terminal which causes the loop to terminate. If this is slightly confusing, just remember “Red means stop!.

If you right click on the condition terminal, you may change it to a

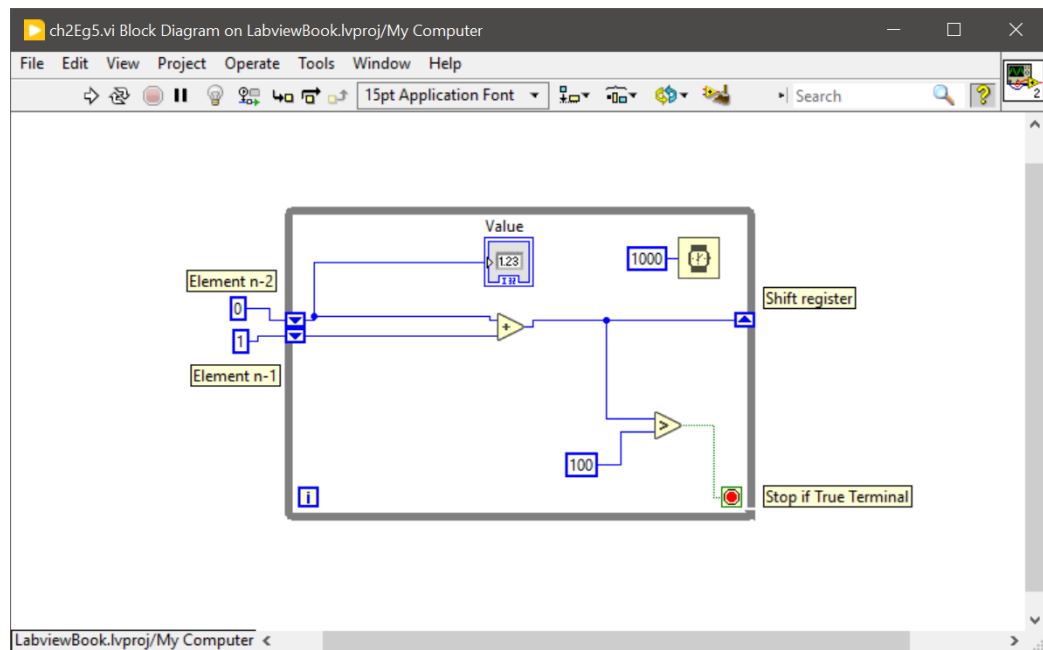


Figure 2.6: A loop that displays the Fibonacci numbers less than 100, updating every second.

“Continue if true” condition. In this case, the while loop will only terminate when it receives a “false” value. Conveniently, the terminal changes to a green circular arrow, in other words “Green means go!”. Figure 2.7 shows the two available condition types side by side. Yes that is a little octagon stop sign, it took me almost 5 years to notice that.

Much like in other programming languages, infinite loops are considered unwanted behaviour. While loops must have their conditional terminals wired, even if your program would run for days or weeks on end, it should have a button to safely exit its execution. This will become more apparent in Chapter 3 where we will be programming hardware, other than your computer that is.

2.3 Aggregate data types

From here on out, the training wheels are off. The concept of an array is simple, the explanation in section 1.3.2 is as detailed as needed and will not be repeated here. Working with arrays in LabVIEW is tricky however, in the

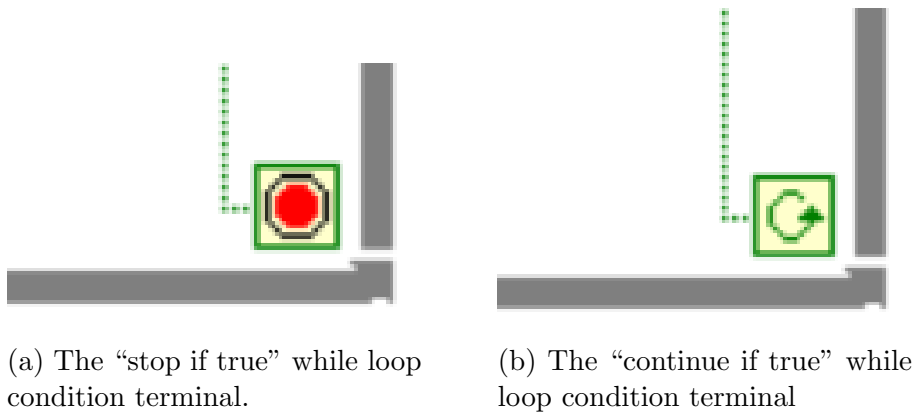


Figure 2.7: The two available while loop conditions, also notice how the edge of the frame makes a little arrow.

next few pages we will dissect this creature and reveal some of the more ugly sides to this programming language.

2.3.1 Arrays

Creation

Technically an array is also a type of structure in LabVIEW. In the block diagram view, a placed array constant contains nothing, not even a type. You provide the type by placing a constant inside the array box. This is seen preformed in figure 2.8a. In this particular case, an integer constant creates an empty integer array, seen in figure 2.8b.

The two little blue terminals in figure 2.8b are drag points to change the amount of visible elements in the array. Even if only one element is shown, you may cycle through the array using the arrows next to the 0 seen in the figures. This 0 corresponds to the index of the top visible element in the array. Array controls are made in a similar fashion on the front panel. Once you have made an array, you can start adding values. You do this by clicking on the grey 0 and typing in a number.

Manipulation

Figure 2.9 shows how the numeric functions may be used to operate on arrays. These operations are preformed on an element by element basis. Figure 2.10 shows the result of these two operations. The result is truncated to the size



(a) An empty array constant, the integer constant has not been placed yet.

(b) An empty integer array constant, expanded to show two elements.

Figure 2.8: Creating an array constant.

of the smallest array.

There are also a few array specific functions in the numeric palette which yield the sum of all the array elements or the product all the elements. You should experiment with these on your own.

Exploitation

The real power, and complexity, of arrays emerge when operating on the elements themselves. Figure 2.11 shows some of the most important operations able to be performed on arrays.

The array size function is rather self explanatory, it just gives you the number of elements in the array.

The index array function picks out an element of an array at the index you specified. Index 0 being the first element in an array. Getting the last element of an array requires you to know its size, since indexing starts at 0, you need to decrement the size before sending it to the index function.

Unlike in C programming, indexing an array out of bounds in LabVIEW will not destroy your computer. For numeric arrays, the index function will return 0 upon indexing an out of range value and will continue with your program as if nothing has happened. Soon enough you will discover on your own what an “off by one” error is.

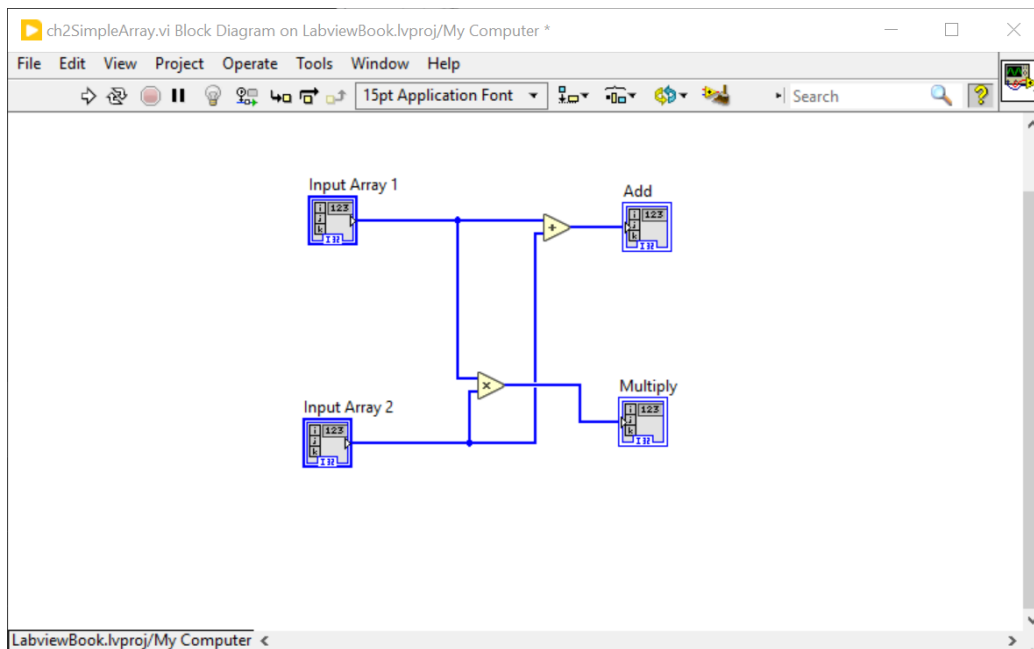


Figure 2.9: Two operations on array variables, these are the normal functions found in the “Numeric” folder in the functions palette.

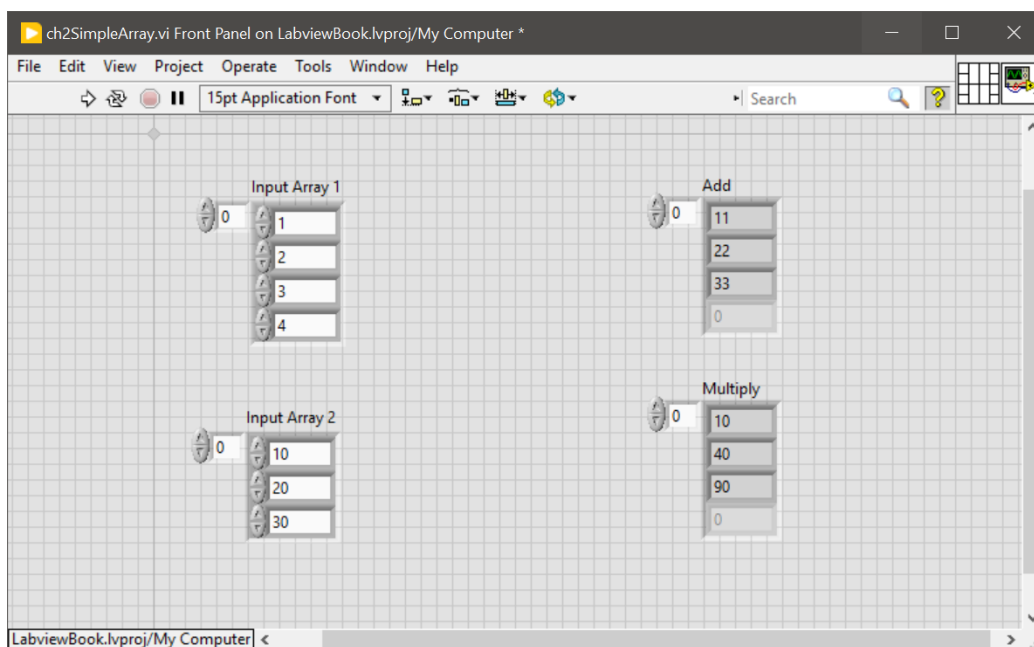


Figure 2.10: The results of elementary operations on arrays.

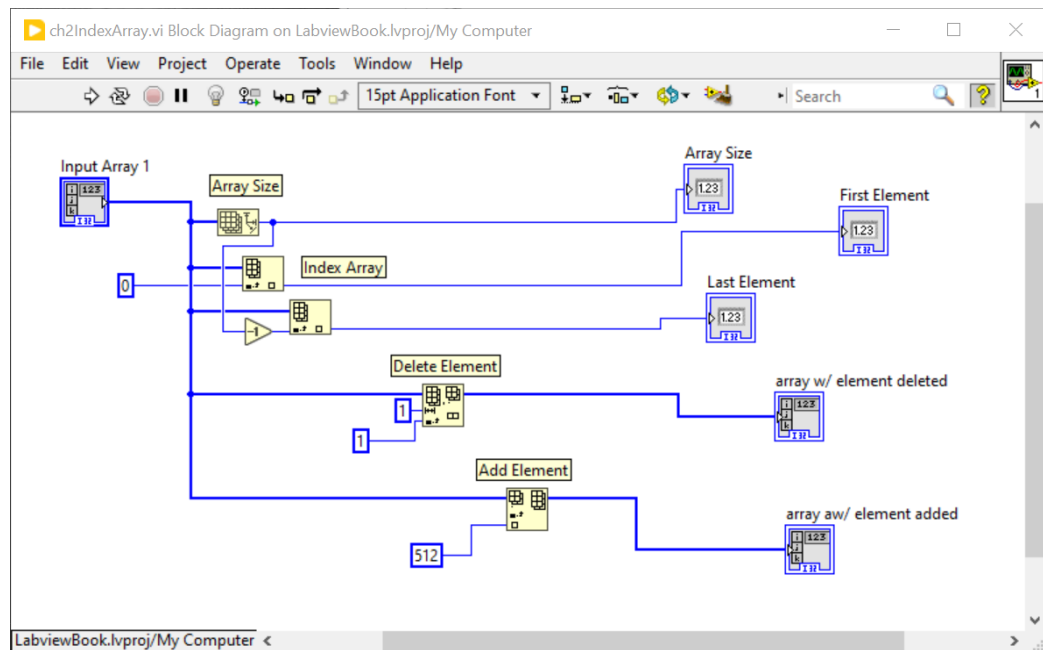


Figure 2.11: Fundamental operations on arrays.

The delete array element function takes two arguments, an index value and length. This deletes the value at the selected index. If the length is more than one, the selected index and subsequent indexes are deleted. What do you think happens when you wire in a negative length value? Sadly nothing, no element is deleted if a number less than 1 is given.

The add array element function adds an element into the index you specify, think of it like cutting in line at the bank. If you cut in line at position three from the front desk, the person behind you is now fourth and you are now third. I do not condone this behaviour, please exercise this in a computer program and not in real life.

Figure 2.12 shows the results of these operations. The next step is to put these functions into context so you can see how they are used in more useful programs.

Using arrays with loops

In the previous section, we used loops to create a sequence of numbers. There was no way to store the numbers so the value was just printed to the screen

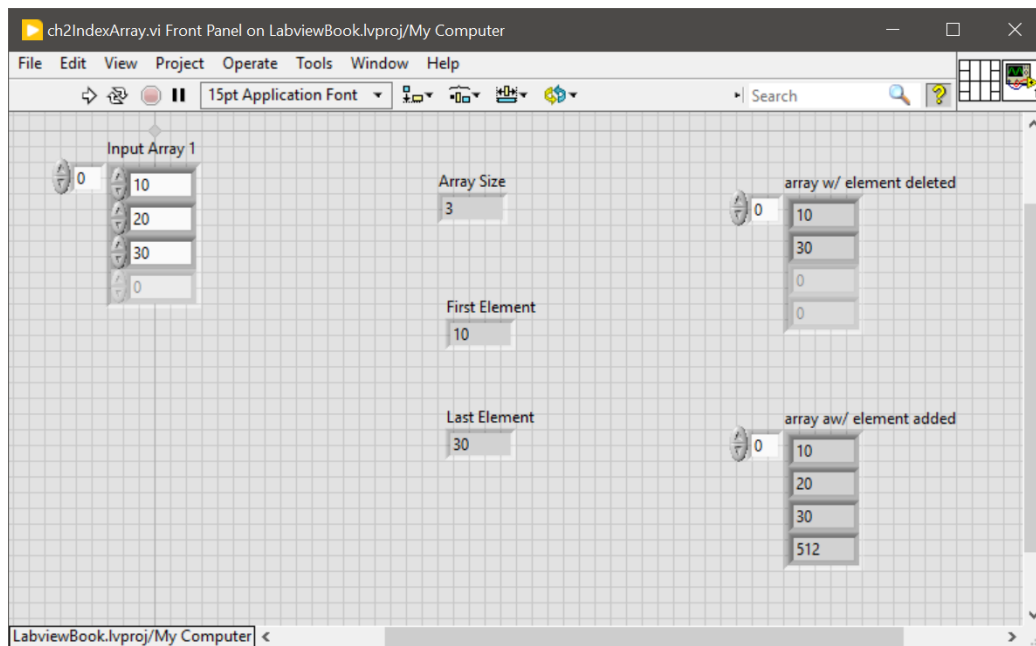


Figure 2.12: The results of fundamental operations on arrays.

on every loop.

Figure 2.13 shows a very simple way to extract a sequence from a loop. By branching the wire going into the shift register and connecting it to the while loop, LabVIEW creates what is known as an “auto indexing tunnel”. The terminal has what looks like a blue `[]` inside of it. If yours is just a solid blue colour, **right click** on the terminal and select the indexing option. A solid blue box in this case means that the while loop will supply only the last value to that output.

Figure 2.14 shows the result of this computation, it is missing the first 0 and there is another small mistake. We will fix both these mistakes in a moment.

Auto indexing of tunnels also work as inputs. Feeding an array into a for loop allows you to iterate over all its contents. In figure 2.15, a previous example of element wise addition is recreated. The loop indexes input arrays, you may find the exact index by using the blue `i`, saving you the effort of manually indexing and inserting elements.

This tool becomes exceptionally powerful when combined with Arduino

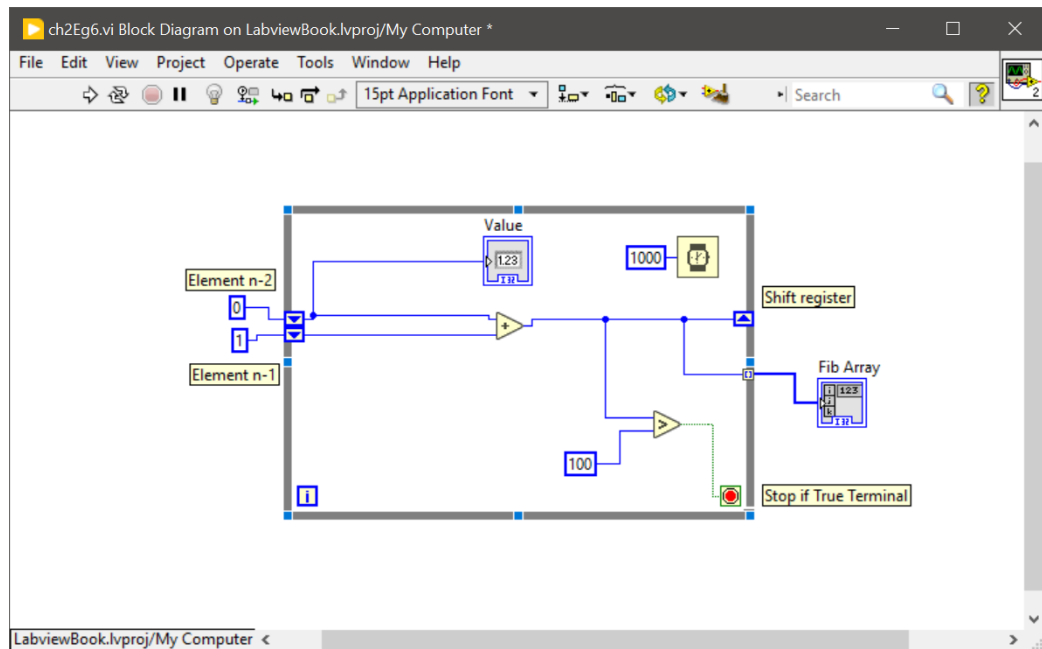


Figure 2.13: Using auto indexing tunnels to create an array.

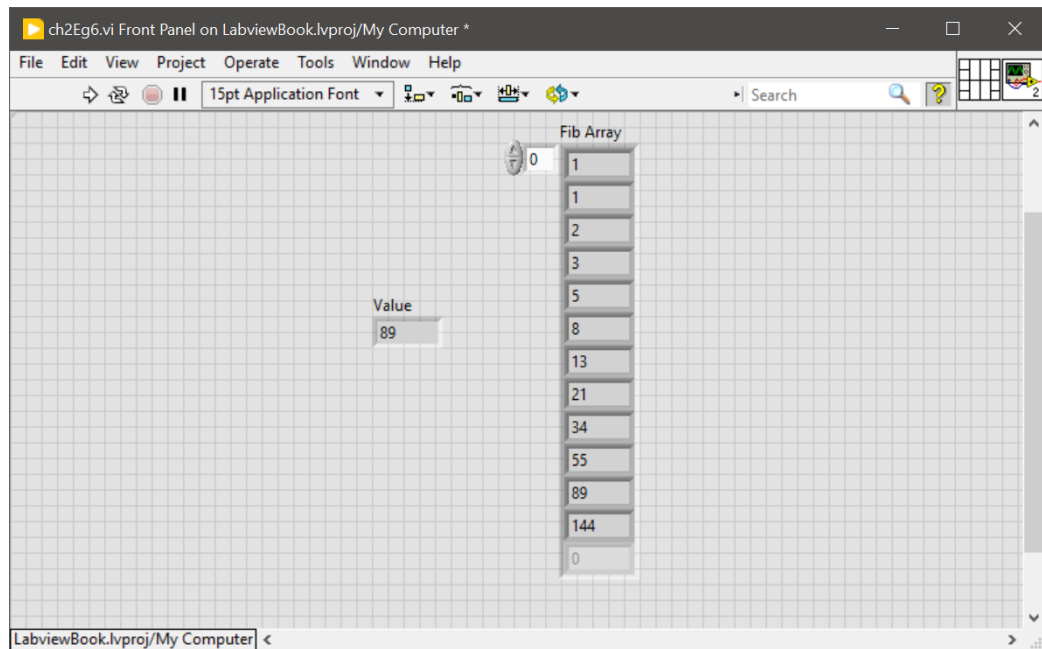


Figure 2.14: The output of an auto indexing tunnel, do you notice what is wrong here?

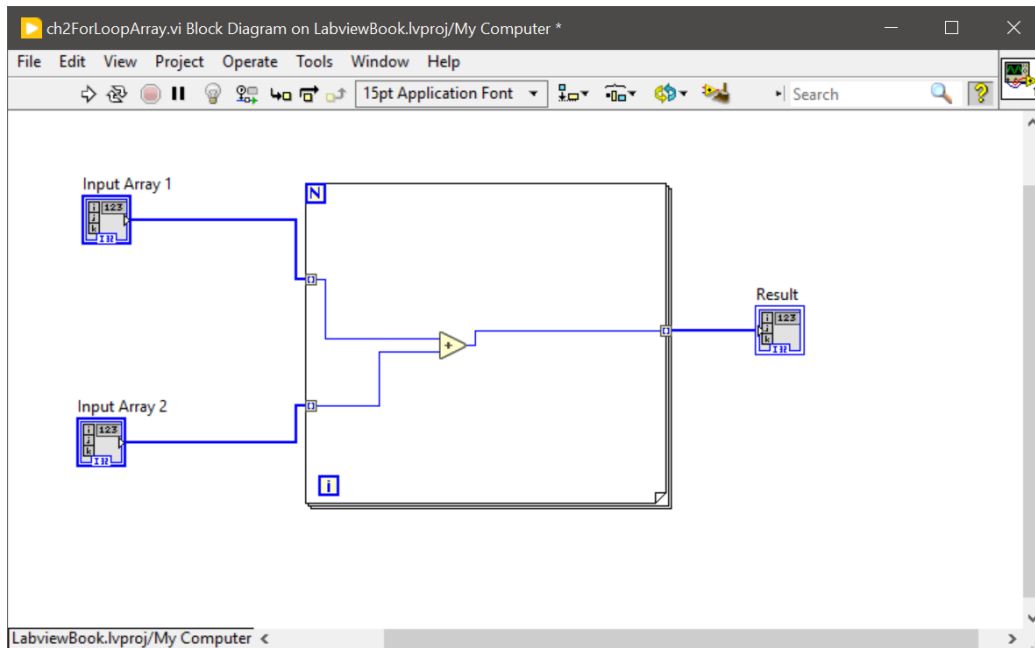


Figure 2.15: Using auto indexing tunnels to create an array.

hardware, or any instrument really. Suppose you are controlling a LED, you can build a function that turns this LED on and off. You can then create an array with ones and zeros and feed it into a for loop. The for loop will pick off the elements one by one and send it to your LED function. If this sounds stupid to you, how did this document get to your computer screen, or into the printer if you are reading a hardcopy? The answer; bit by bit.

Let us now return to the Fibonacci sequence problem, in the previous example, the first 0 was missing and the value 144 is found hanging on the end of the array, this is larger than 100, so it seems our condition value is ignored.

This occurs because, even though the value fed into our greater than function, the rest of the iteration executes. Thus the number 144 comes along for a ride and is not cast into the depths of oblivion.

Figure 2.16 is, perhaps, an extravagant example on how to fix the two small mistakes in the previous example. There is a simpler fix which just requires the relocation of a single wire, can you find that fix?

You should walk through the example in figure 2.16, going step by step following the wires. Draw up this program on your own and see how it works.

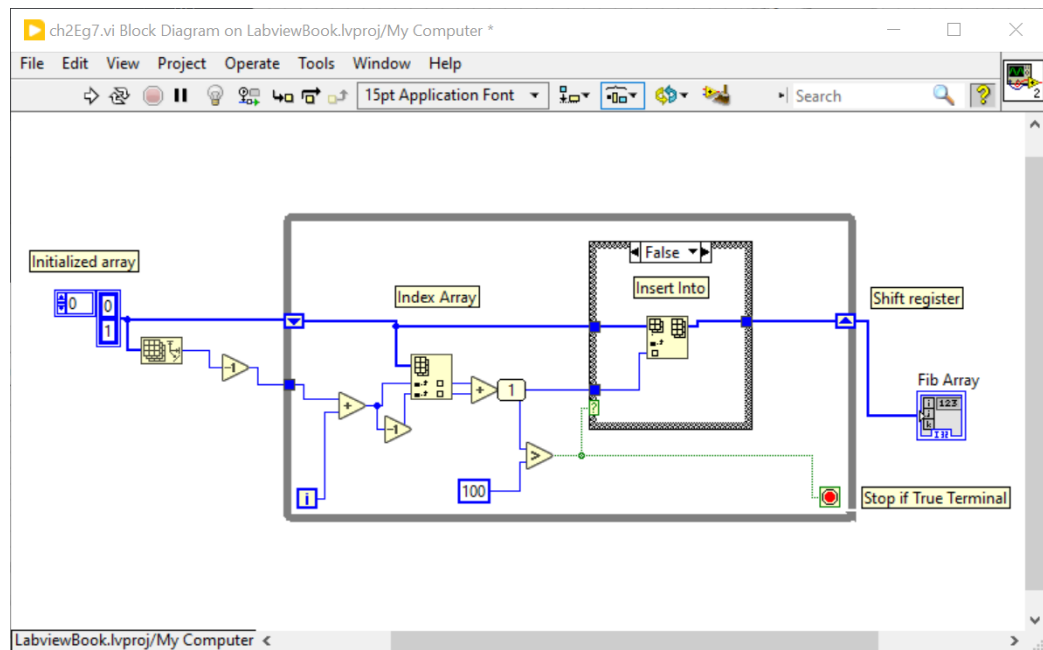


Figure 2.16: A rewrite of the program that gives the expected results.

You can follow how LabVIEW executes this program by clicking on the light bulb in the top bar. This is the “highlight execution” button and is a useful tool to debug a program. If you grow tired of seeing the little signals passing through the wires, press the red button to stop the program.

2.3.2 Clusters

It is possible to group variables into bundles called clusters, this allows you to have one wire acting as a bus, carrying around variables across your program. Figure 2.17 shows how this is done using the “Bundle” function from the function palette.

You can read an element from a cluster using either the “Named Unbundle” command or the “Unbundle” command. The named version uses the name of the wire being unbundled, in this case the name is inherited from the control. This allows you to see at a glance what value you would like to choose. You can click and drag the blue terminals on the top or bottom of the bundle functions to increase or decrease the number of terminals. You can change the selected variables by clicking on their names and selecting a different one.

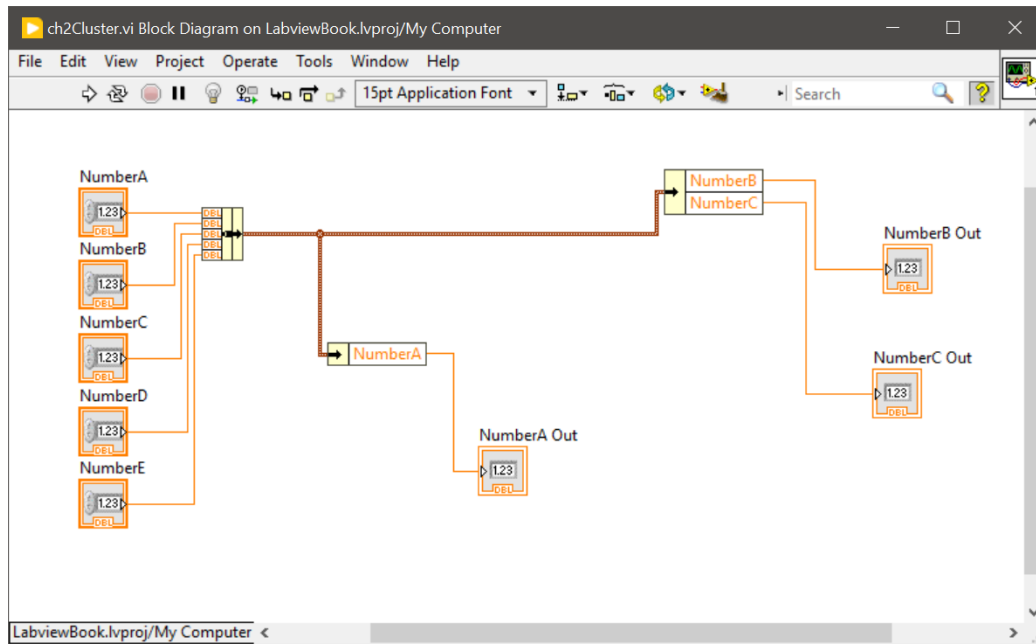


Figure 2.17: A group of numbers being bundled and unbundled.

In the simple example, figure 2.17, you can see that it is possible to unbundle a variable at random, you do not need to unbundle everything at once. The name is slightly misleading however, when you unbundle a variable from a bus, you are not actually removing it, you are just making a copy of it. To change that variable, you have to either unbundle all the elements, change one, and wire everything back into a new bundle. This is tedious and error prone. A better way is to wire in an old bundle, into a “Bundle” function, and only selecting the variables you want to overwrite. The other values will stay unchanged.

This is all that you need for now when it comes to clusters. They are exceptionally useful for functions and keeping track of variables which are related to one another. There is also the topic of “Type-definitions” which properly exploits the utility of clusters. You can look forward to that in a later chapter.

2.4 Creating functions

You have no doubt seen so far how cluttered your block diagram can get. Figure 2.16 is a program that does one thing, generate an array of the Fibonacci numbers, how busy would the diagram get if we build upon this example? Very busy, so busy that you would wish you learned C instead.

You may clean up your code by grouping together functions in a little block, which is also known as a function. Before we get to that however, let us first take a detour into project management in LabVIEW. Having a project groups your functions together and makes it easier to build upon your previous work.

2.4.1 Project Management

To create a project, on the startup screen, press the button that says “Create Project”, see 1.2 on page 4. This will ask you what type of project you would like, there are quite a few templates to choose from, but for now just click on “empty project”. A window will open up with your new empty untitled project like in figure 2.18.

From here you can create a new VI by going to “File” and pressing “New...”. You can also create a virtual folder in the project by **right clicking** and pressing “Create virtual folder”. This folder does not exist in your file system, instead it allows you to organise your project in meaningful sections. The examples in this book is also contained in a project, see figure 2.19.

After you have created a VI in your project, it should open up by itself so you can start programming. You may also **double click** on a VI in the project manager to open up a particular VI. After you are done creating a program for launching ballistic missiles, you can save everything you are working on by going to file and then selecting “Save All”. After that you can close the project manager and it will close all the other open VIs that are part of that particular project.

This is by no means a complete overview of the project manager, but it should be enough for you to get started. Once you have built some programs as functions, you can simply drag them into another VI to use them. We will get to that very soon.

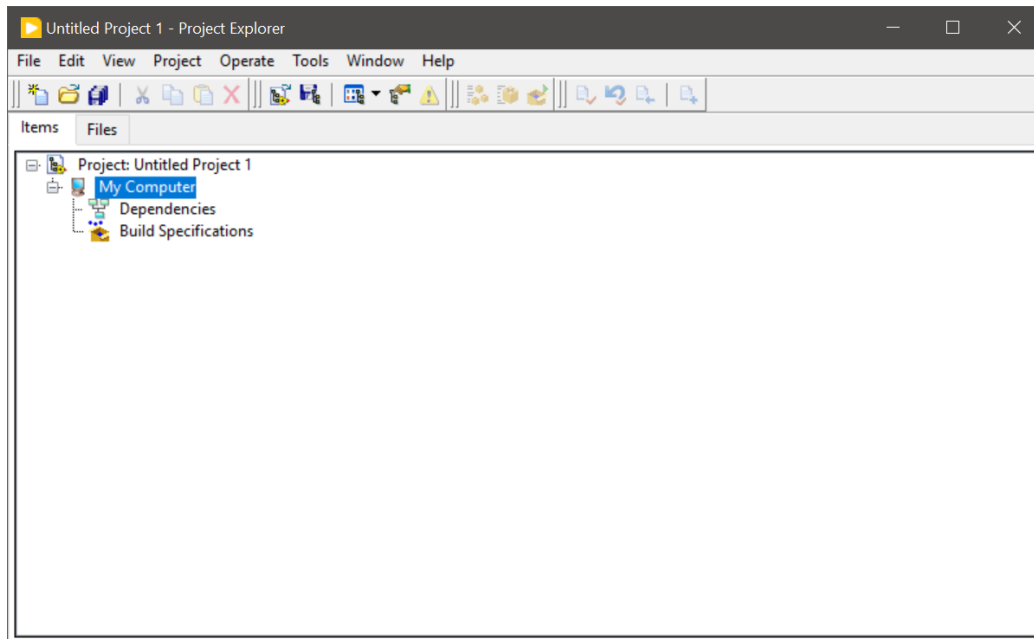


Figure 2.18: A freshly baked project, it has nothing in it yet, you provide the rest.

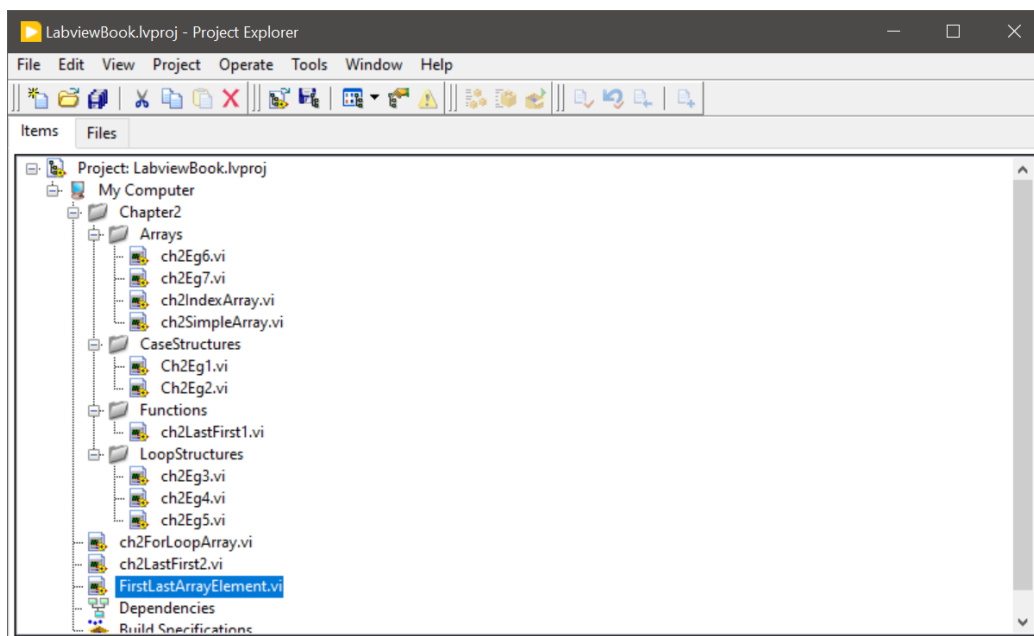


Figure 2.19: The project used to keep track of all the examples in this book.

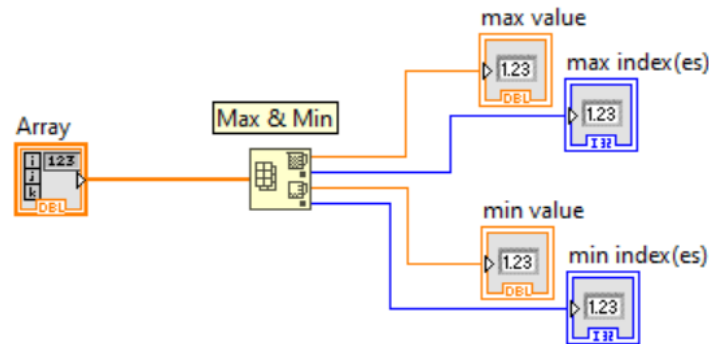


Figure 2.20: The inputs and outputs of the Max & Min function, we will use this as inspiration for our own function.

2.4.2 Creating a Function

Just as a reminder, every block you have placed down in the block diagram is known as a function. For example, let us look at the “Array Max & Min” function, in figure 2.20. I have wired in all the inputs and outputs to give you an idea of how it is used in an actual program. This is what we will be working toward.

Suppose we go back to figure 2.11, on page 32, we extract the first and last element of an array by grabbing index 0 and getting the last index by getting the array length and decrementing that by one. I have created a new VI to hold this program, seen in figure 2.21.

We can now go one step further and use the index values to extract the two elements from an array. This makes sense because you either need the index values themselves or the actual values. You could create a program to do each function separately, but it does not hurt to do both. Figure ?? shows how this is implemented. Note that every value not used is simply thrown away. If you are worried about program performance, just stop. Compiled LabVIEW programs are quite good at getting rid of parts of a program that is not used.

Now comes the fun part, drag a box and select the entire program excluding the control and indicator terminals, see figure 2.22a. While still having the contents selected, from the taskbar go to “Edit” and select “Create subVI

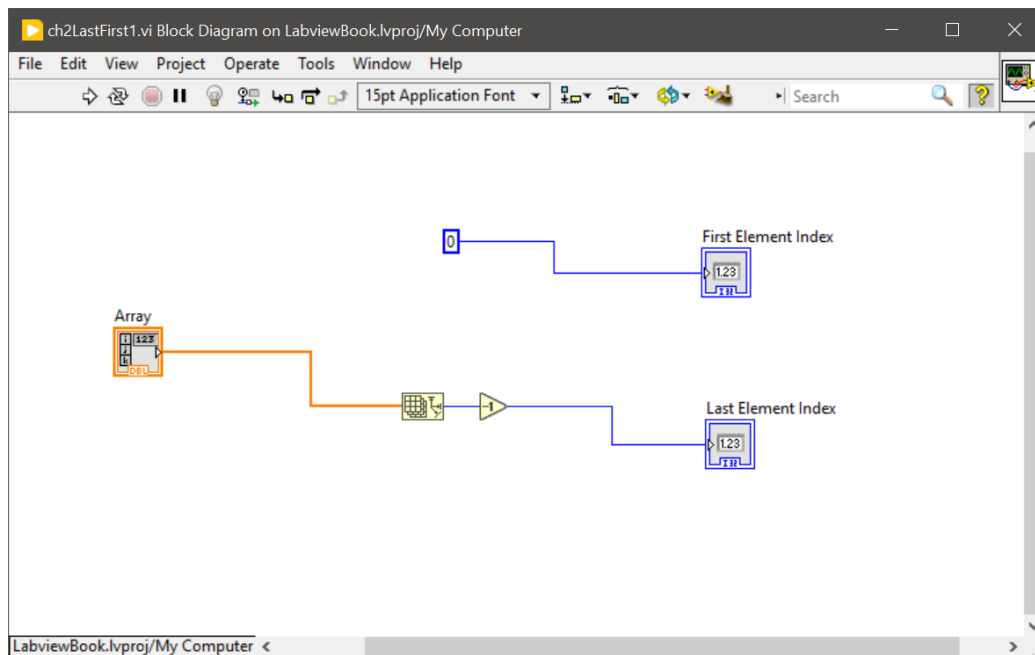


Figure 2.21: Prototype of a First and Last index function.

from selection”. This will squash everything into a little block, seen in figure 2.23.

From a glance, it is not very clear what this function does, **double click** on this block to open up the VI. By a fluke, this example almost looks identical to the block diagram previously, bar the change in indicator names, see figure 2.23. Rename these so that they make some sense.

You can now **double click** on the icon in the top right corner of the window, figure 2.24 is the window that should open. This is the icon editor, it is like paint. Let your creative juices flow and create an icon that would make it clear what this function does among the hundreds of other functions in your programs. My attempt at an icon may be seen in figure 2.25.

With your new icon, you should focus on organising the wiring terminals. Figure 2.26a shows how your terminal grid might look like. Note that this is only seen in the front panel window, not the block diagram window. If you **left click** on any of the colour filled terminals, you will see a blue box appear around the control that is associated with that terminal. The current layout might not make sense so let us redo it completely. **Right click** on the grid and select “Disconnect All Terminals” from the menu. You can then

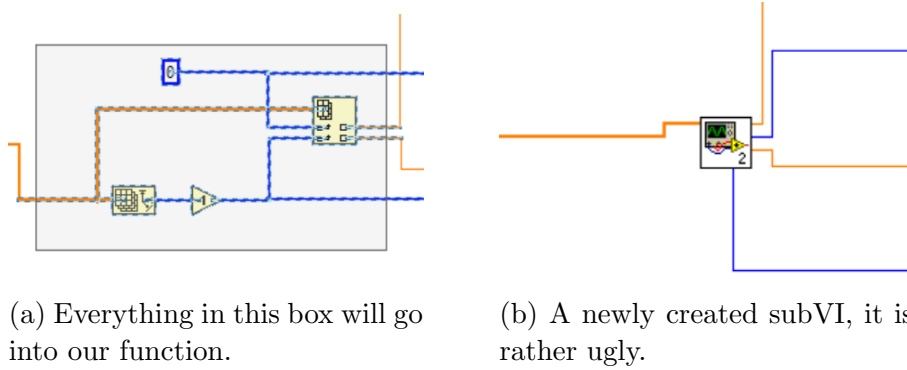


Figure 2.22: Creating a subVI, also known as a function.

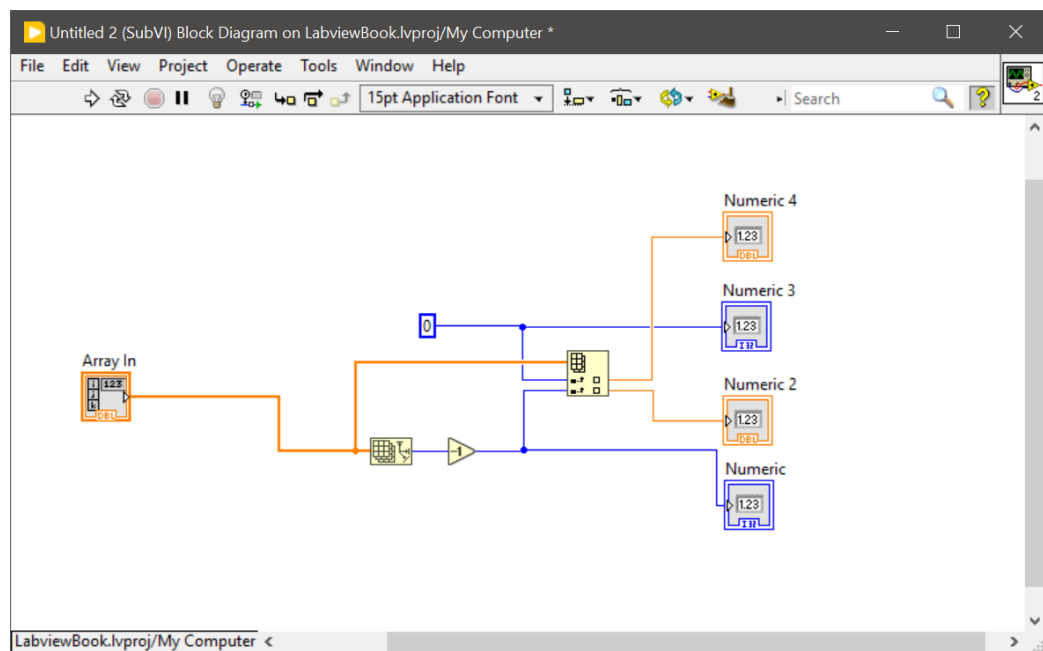


Figure 2.23: The block diagram of the auto subVI function.

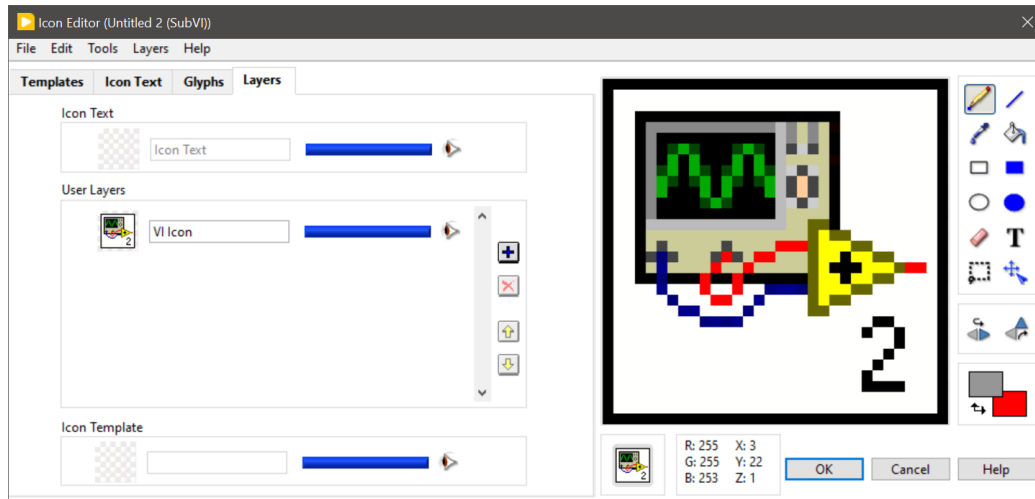


Figure 2.24: The icon editor program.

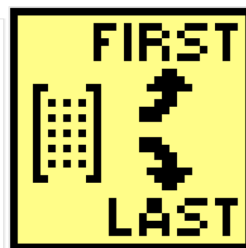
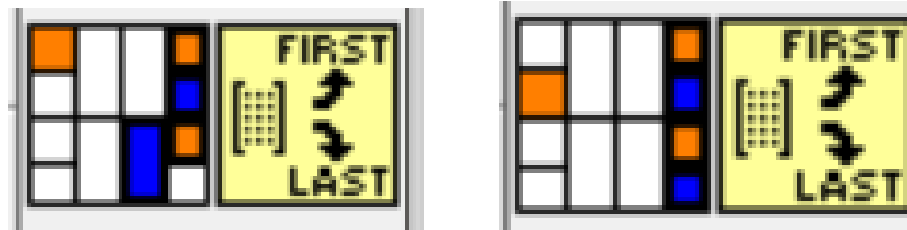


Figure 2.25: This icon conveys more or less what the function does.



(a) Automated creation of the terminal grid.

(b) A manually wired input and output grid.

Figure 2.26: The terminal grid for a function block.

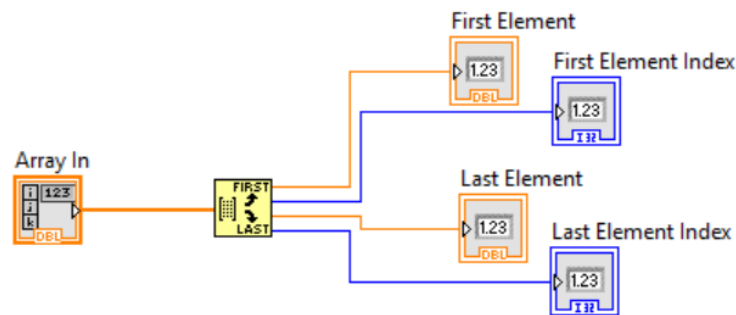


Figure 2.27: A fresh new function out of the oven, ready to be used in another program.

connect a control by clicking on an empty terminal (white) and clicking on a front panel element.

By convention we assume that inputs are on the left and outputs are on the right. Figure 2.26b shows what might be a good layout, the orange square on the left is the array input while the alternating orange and blue indicators are the element and index outputs respectively. Here the first element comes from the top and the last element comes from the bottom, just like the icon would suggest. We now have our function ready for use, see figure 2.27.

If you are wondering why we renamed the inputs and outputs to something useful, figure 2.28, is the context help message that appears when hovering over our function. The figure also shows a description of the function, this has to be supplied by you. You can do this by going to “File” in the taskbar and selecting “VI Properties”, in this window, using the list-box named “Category” select the “Documentation” panel. Here you can write a little paragraph on your function.

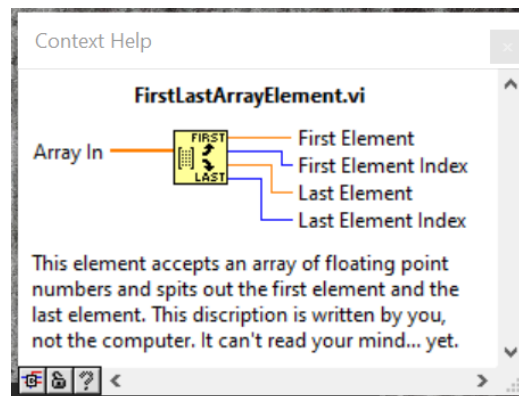


Figure 2.28: The context help message for FirstLastArrayElement.vi.

2.4.3 Using a Function

We are now ready to clean up the example in figure 2.11, delete the part of the program that is being replaced with the function we just made. From the project manager window, click and drag the function over to the block diagram where you want the new function to live.

You can now wire in the function and you should have something that resembles figure 2.29. That is it, I am sure you appreciate just how much neater the example looks.

This function has a problem, it does not know what type of array is piped into it. The built in functions found in LabVIEW adapt to their inputs. They are what is known as “malleable” VIs. This topic is not really advanced, it is easy to create a malleable VI yourself. The difficulty is dealing with type-casting and how LabVIEW deals with types internally. This will be covered in a future chapter.

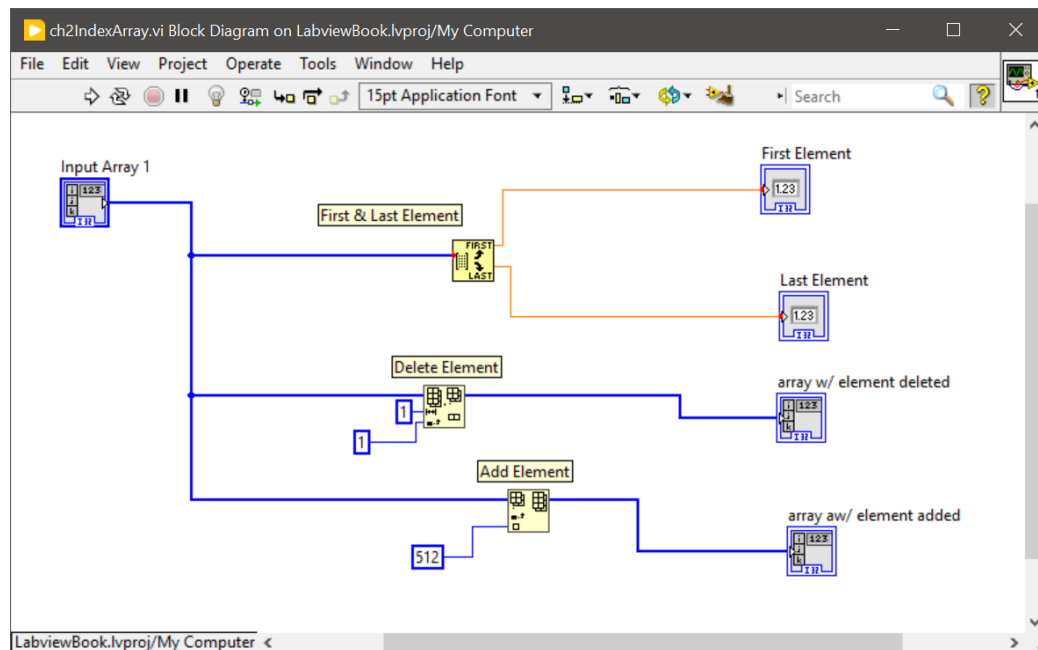


Figure 2.29: A much neater example using a function we made ourselves.

2.5 Slightly more advanced Mini Projects

1. Build a simple 4-function calculator, that is, a program which takes two inputs and performs either addition, subtraction, multiplication or division.

You have also seen how element wise operations are preformed on arrays, write a separate program that takes an array as an input and then gives the user the ability to choose a single index on which the operation is performed or if the users uses index -1 , the operation is performed on the entire array.

Search the LabVIEW helpfiles for the topic known as an “polymorphic VI”, this type of VI allows you to stack different operations into a single function. Try to merge the two programs you have created into a function which allows the user to choose between two single value inputs, and an array input with index and single value inputs.

2. There is a very handy little function called “String to Byte Array”, to find it, open the function palette and in the top right corner you will see the “search” box, use this feature to find anything you struggle to

find in the conventional means. This particular function takes a string type as an input and converts it into an array of 8-bit unsigned integers according to ASCII encoding.

Read up on “Caesar’s cypher”, use the above function to create a program that encrypts a block of text. Also create a program that decrypts a block of text. For both you will need a method to select the shift number. Send this encrypted block of text to your friends, along with the shift number, so that they can read your secret message.

Request an encrypted message from your friends without a shift number. Write a program that can crack this cypher, this should be simple since the cypher is very easy to crack, any encrypted text can be deciphered by a maximum of 255 shifts since the block should be pure ASCII.

3. Have you ever heard of an “Magic 8 ball”? It is a silly prop that resembles an “8-ball” from pool, upon shaking the ball and asking it a yes/no question, it gives you one of twenty answers. Use an online resource to see the type of responses available. Design and implement a magic 8 ball in LabVIEW, you should make the program as convincing as possible, have a user type in the question and have a button to press in order for an answer to be given.

Have a family member or a friend use your program!

4. For the previous project you used the “String to Byte Array”, this time, use the “Number To Boolean Array” to write a function which converts the input from the “String to Byte Array” to patterns of light. This means you require a program with eight indicator lights, representing an 8-bit register, and then the program should be able to use those two functions to convert a string of characters into patterns of light. This will be used in the next chapter to create advanced programs for the Arduino.

If this is proving to be difficult, if it is trivially easy for you then you should look for a more advanced book on LabVIEW, write a program that converts a string into an array of bytes, wire this array of bytes into a for loop. Inside the for loop, use the number to boolean array

function, wire this array into another for loop. Inside of this nested for loop, use a timer function to wait for a 100ms, the value coming from the boolean array can be piped into an LED. This will give you an idea how a TV remote works.

Chapter 3

LabVIEW and Arduino

If you have covered Chapter 2 & 3, you are more than ready to start using LabVIEW to manipulate real world objects. Although this chapter would be largely self contained, it is assumed that you have covered chapter 1 and understand the basics of LabVIEW. Where relevant, you will be referred to chapter 2 or the LabVIEW helpfiles in order to aid you through examples

This chapter will focus on the “LiNX” package, it should be installed with your community edition of LabVIEW. To check if you do have this package installed, go to the block diagram and open the functions palette. Near the bottom of the menu, you will see a folder called “Hobbyist”, this contains all the functions you need to talk to your Arduino board. If it is not installed, you can use the JKI package manager to install it.

3.1 Getting Started

Before we begin sending commands to our Arduino board, we need to flash specific firmware onto the little microcontroller of the board. To do this, you need the LiNX firmware wizard. You can open the firmware wizard from your taskbar by going to Tools→Maker Hub→LiNX→LiNX Firmware Wizard.

Before you move along, the rest of the chapter assumes you will be using an Arduino Uno, I have tested it on an Arduino Nano before so your mileage may vary. Since the firmware wizard does not have much in the way of troubleshooting options, you should make sure that you can flash programs onto your device using the Arduino Studio program. Make note of the serial address, you will need it for the next step.

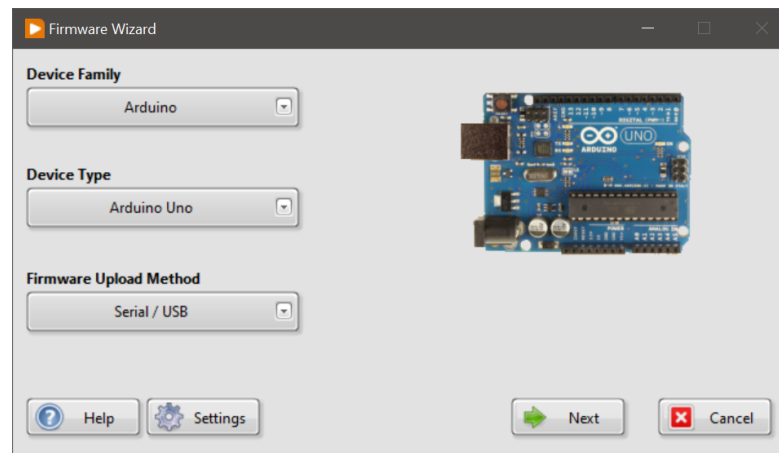


Figure 3.1: The LiNX firmware wizard, we use this tool to make the Arduino learn LabVIEW.

Figure 3.1 shows the wizard open, use the following settings: (Assuming you will be using an Arduino Uno)

- **Device Family:** Arduino
- **Device Type:** Arduino Uno
- **Firmware Update Method:** Serial / USB

Pressing next will take you to the port selection screen, make sure you select the COM port your Arduino board is connected to. If you do not see it here, make sure that you have the device plugged in and that the drivers for it is installed.

The last screen you should leave as is, figure 3.2, it sets the method in which the wizard flashes the microcontroller, in this case Serial/USB, and what type of firmware to install. It is possible to create your own firmware, but this beyond the scope of this book.

Once the firmware flashing is complete, a friendly window will tell you so, press the “Launch Example” button to test drive the new system. Figure ?? shows the VI that opens. Here you set the COM port, like you did previously, and select the output channel to be 13. Run this VI and press the LED that says “Click Here”, you will observe that the LED on your Arduino reflects the status of the LED in the VI. Go ahead and press it as many times as you like, you now have control over a real world object through the power of your mouse.



Figure 3.2: Firmware flash settings screen, you should leave this as is.

3.2 Writing and Reading Ports

We now take a small step back in time to review how Arduino code is structured. Figure ?? shows the typical structure of an Arduino project. The “setup” block runs once, this is where *you* configure all the inputs and outputs of the Arduino board and provide the code to setup a LCD display module, for example. The “run” loop runs continuously performing the instructions step-by-step, until the end of time, or when the power cable is unplugged.

Fortunately, you may use the same development pattern for building code, for the Arduino, in LabVIEW. There are few little extras along the way, such as opening a link to a board and managing the closing of any connections you made.

It is right about now where you will realise the power of LabVIEW, not so much in the graphical programming style, but the amount of libraries that exist to ease the development of prototype projects.

3.2.1 Opening a serial port to an Arduino

Since there are multiple devices connected to your computer, and if you use a laptop those connections are internal, it is not possible to simply plug in your Arduino and expect LabVIEW to connect to your device automatically. The moment you plug in the USB cable into your computer, your operating

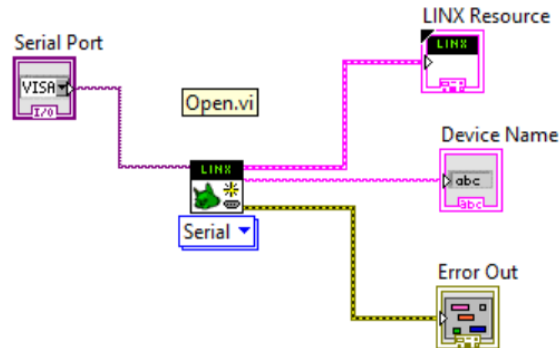


Figure 3.3: Using LabVIEW to open a port to an Arduino.

system assigns a name to the port the new device is plugged into. It is usually "COM4" for me, but obviously your number might be different.

You need to provide this name to LabVIEW and tell it to open the Arduino, this is shown in figure 3.3. This function then gives you a resource value "LiNX Resource" which you will need to use communicate with the Arduino. The device name is just some description and not useful if you have only one device. The "Error Out" wire will hand you an error variable if something went wrong with the function.

3.2.2 Configuring I/O

With the Arduino now open, you can configure inputs and outputs. You have direct access to all analogue and digital outputs, however some sensors and extensions require you to open a port to initialise the device.

Figure 3.4 shows how to open a port to a servo motor and a SPI serial channel. The functions are connected in series, this means that the functions are executed one after the other.

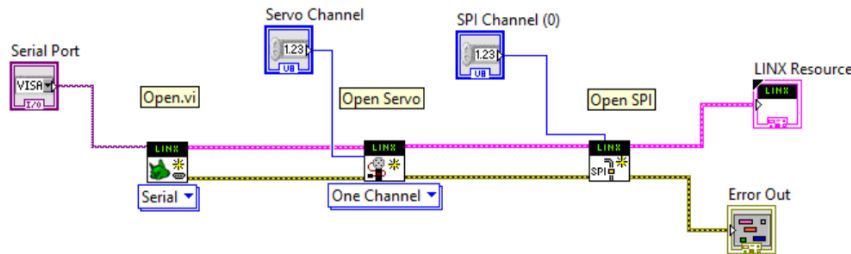


Figure 3.4: After the Arduino is connected, you can open specific devices on the Arduino.

3.2.3 The main program loop

If there is no program loop, the program will execute once and do nothing. Most things physical process that occur in nature occur over time, quite obviously. Thus we need some way to have our little Arduino do some work for us over time.

Figure 3.5 shows an example of a program loop. The loop constantly checks the input called “Pulse Width”, this value is sent to the servo motor in order to move it to the desired direction. The loop then sends the value of the shift register to an digital channel, this channel could be connected to a LED on your breadboard which would turn it on. The loop then waits one second and starts again.

3.2.4 Closing all connections

Once your program has reached the end of its life, there are some actions you will need to perform in order to shut down the Arduino safely. Back in the day, in order to shut down your computer, you had to shutdown windows and wait until a ominous message is shown on the monitor, figure 3.6 before you can press the power button.

Although not strictly necessary, you should do the same with the Arduino. It closes the serial port properly and prevents an open port from hanging. When a port hangs, it is impossible to reopen a port from LabVIEW and you

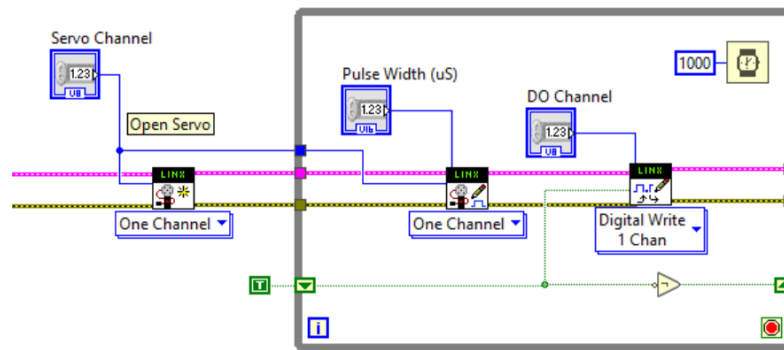


Figure 3.5: A simple loop turning a LED on and off, also allowing control of a servo motor.

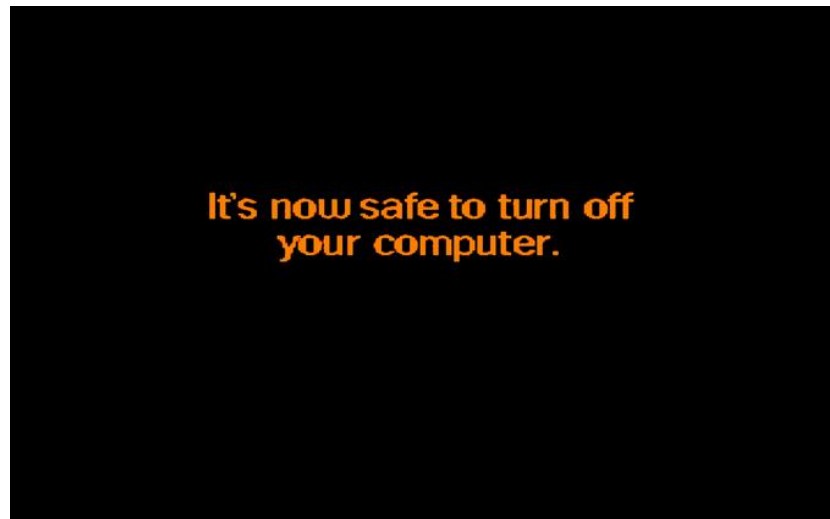


Figure 3.6: Is it really safe though?

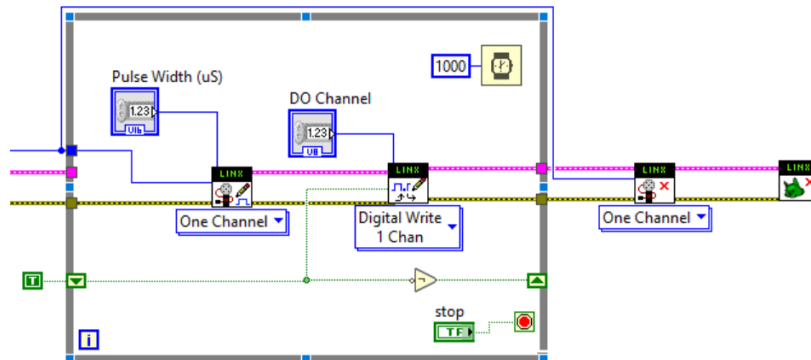


Figure 3.7: Final closing operations before the program stops.

will need to do some other fancy things to get back to your beloved Arduino.

Figure 3.7 shows how this simple procedure is done. It is wise to close ports to peripherals as well in case they require some special closing operations to prevent damage.

3.3 Quite Advanced Projects

1. Build an access control system:

You need to build an access control system for your lab. Recently a very expensive diamond anvil has been stolen from the lab and your supervisor needs you to make sure that people who don't belong in the lab stay outside.

Tier 1 (40%); Design and implement a program which allows the user to press a single button to open the door to the restricted area. The door should only open if the password given is correct. The program needs to tell the user if the password is incorrect. When you type the password, the box should not show what is being typed, instead you should see ••••. The program should lock the door again after some time has passed so that it is not left open, however the door can't be locked if it is not closed so an alarm should sound if the door is left open for too long.

Tier 2 (30%); With the above program in place, adapt it to use an Arduino to light up some LEDs to show the status of the lock, for ex-

ample, green for open and red for closed. Build a circuit to create a buzzer, adapt your program to make the Arduino sound an alarm if the door is left open for too long.

Tier 3 (20%); If you enter the lab and the door closes. You will need to enter the password again to open the door. Add the ability to press a button from inside the lab to override the program to open the door. Up to now you are still just pretending that you are locking a door, use your knowledge from last semester to include a solenoid into your design.

Tier 4 (10%); Using an LCD screen with LabVIEW is possible, build an LCD module into your system which says if the door is open, closed and or locked. Finally, you have access to an RFID card reader, build a program in LabVIEW to use this facility to open the lock on the door.

2. **Build a Morse code generator:**

You have seen previously how to convert a string into a series of bytes, use what you have learned to create a Morse code generator that will flash an LED and sound a buzzer.

Tier 1 (40%) Your program should have a user input their name, telephone number and their message to send. The program should not allow long messages to be sent. The program should then send a Morse code message (via a on-screen light). Essentially you will need to convert every byte into a pattern corresponding to Morse code.

Tier 2 (30%) Connect the program you have built to an Arduino so that you can light up an LED and beep out the Morse code with a buzzer. You should also be able to press a button to make the buzzer beep so that it is possible to send a message manually. You should be able to demonstrate this to me by sending an SOS message (Google: SOS Morse code).

Tier 3 (10%) Build a cryptographic system into your program so that the user can send an encrypted message using your program.

Tier 4 (20%) You should also connect an LCD module so that it prints

out your message in a way that is pleasing to you, more marks for interesting printing methods. Have your program display a simple graph that plots the status of the input button you added in Tier 2. Add the ability to have the user press a button to key Morse code into your program and have the program convert the code into text. This is extremely difficult, you will get full marks for this if your program is able to read SOS i.e. `***__***`.

3. Build an automated kettle:

Tier 1 (30%) A normal kettle, when turned on, will heat up its contents until boiling, after which it turns off. Suppose you want to heat up water to an arbitrary temperature, you will need to measure the actual temperature of the water and turn off the kettle once that temperature is reached. Create a program in LabVIEW that simulates such a kettle. You need to have a fake input temperature, a desired temperature, a switch to turn the kettle on and off, as well as the measured temperature of the system. You may spice up the program by printing useful information to the screen.

Tier 2 (30%) Once you have the simulated program ready, start adding features using your Arduino. You should have an indicator light of some sort that shows the circuit is live and that the kettle could turn on at any moment, an indicator that shows if the temperature is above or below the desired temperature, and you should have a working physical switch.

Tier 3 (30%) If everything above is working, you should now be able to wire in the control circuit for the kettle, this requires a relay. More important than the relay, you wish to also measure the actual temperature over time, plot this in a graph. Bonus marks if you are able to save this to a file.

Tier 4 (10%) Connect the system to an actual temperature sensor and perform the experiment.

4. Computer fan controller:

Tier 1 (40%) You have a computer that has a slight heating problem, you would like to solve this heating problem by creating a program which measures the temperature of the CPU and sets the fan speed accordingly. You should build a simulated system in which a given temperature sets the fan speed and displays the relevant info on the screen. Add some indicator lights to make things interesting, for example if the fan is off, have a light say so.

Tier 2 (30%) Once the above is ready, you should wire in the indicator lights and a fake output for the fan. This fake output will be an PWM controlled LED which you will be able to dim and bright according to your fake CPU temperature. You should also add a potentiometer to adjust fan speed along with a switch to decide which input to use, temperature or knob.

Tier 3 (20%) If your program logic works, you should now be able to wire in an actual temperature sensor and fan. Depending on the type of temperature sensor, you will need to calibrate it.

Tier 4 (10%) Setup an LCD display so that you can monitor the fan speed and CPU temperature

5. **Your own project:**

If you can come up with an advanced project yourself, let me know.

Appendix A

Installing LabVIEW

A.1 Introduction

This guide will assume you are using Microsoft Windows 10 as an operating system. According to NI, they are still working on supporting Windows 11. As I am allergic to anything MS related, I have not tested Windows 11 and I will never test it. I am also seeing myself deviating from using LabVIEW in the future as I have a passionate hatred for all proprietary software packages. There is a reason this book is available to you for free.

A.2 Getting LabVIEW Community

Die LabVIEW webwerf is so deurmekaar soos 'n hoer se handsak. I can't be expected to keep track of how NI organises their forsaken website so I will not be providing any link to the download page of LabVIEW community edition.

Use your favourite internet search engine to search for **Labview community edition**, this should take you to a page where you can select the operating system you use and the version you want. Before you press on any download link, make sure that the page you are on has a URL starting with **[https://www.ni.com/...](https://www.ni.com/)**! Note the “s” in that link. If it does not have the “s” exit that page. If the link is correct, it should be secure to download and execute the binary provided to you.

Before you can download the installation file however, NI will ask you to create a profile on their website. I recommend that you create a spare email address that you do not use for personal work. Do not give these companies

any more information about you than absolutely necessary.

A.3 Installing LabVIEW

You can mount the installation media by double clicking on the file you downloaded from the NI website. If this gives you any issues, **right click** on the file and select “open with” and choose “Windows Explorer”. Open the mounted media and execute the install application therein. Now read through the license agreement and if you accept the terms and conditions, tick the “I accept the above license agreement” box and press “Next”. LabVIEW might then ask you to disable Windows fast startup. Untick the box, why should your entire computer bend to the will of NI just to use its software? After that, press “Next”.

It will tell you that it will install the NI package manager, just press next again. It will then give you a window asking you what to install. Press the “Deselect All” option to untick all the boxes. We do not want to install a bunch of bloat/garbage. Only select the following items:

- JKI VI Package Manager
- NI Certificates Installer
- LabVIEW VI Analyzer Toolkit (32-bit)

You can then press next and again read through the licenses and accept them, if you do that is.

It may ask you again about the disable Windows Fast Startup, again don’t allow them to convince you, deselect the tick box and move on with your life. After this, LabVIEW should show you what it is going to install and you may simply press next until the installation is complete.

A.4 Licencing

The final part of installation is the licensing phase. You are required to log into your LabVIEW account, the one I told you to make with a separate email address. After you have logged in, the program will ask you to activate a bunch of programs, here you should press the “Activate” button while having the “Check my account for licenses” option selected. Once that is done, you

can exit the window.

You should now have LabVIEW 2022 community edition installed on your computer. This edition of LabVIEW may not be used for any commercial purposes, you are only allowed to use it in your own personal capacity. This version is not even allowed for educational purposes. The institution has their own licence they use on their computers.

