

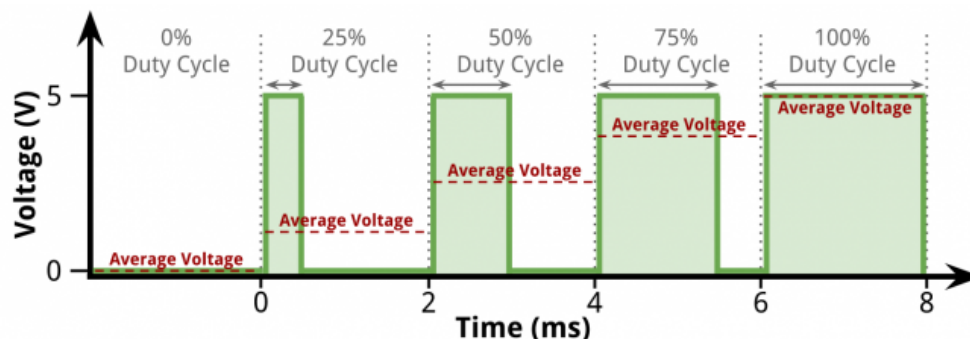
Create symbols *button\_1*, *button\_2*, *button\_3*, *out\_1*, *out\_2*, *out\_3*. Bind the created symbols to the available buttons and lamps.

**Task 1.** Prepare a solution that meets the following parameters:

1. Start condition - *button\_1* | *button\_2* & *button\_3*.
2. 5[s] after start condition occurrence *out\_2* should be switched on.
3. *out\_2* should be switched on for 10[s].
4. *Button\_2* adds new 10[s] to the timer.
5. *Button\_3* stops the 10s Timer.

**Task 2.** Create an LD program that produces a 4Hz 25% PWM signal on *out\_2*. Pressing *button\_1* changes the frequency to 2Hz. Pressing *button\_2* changes the duty cycle to 75%. Pressing *button\_3* resets the system.

Pulse Width Modulation, or PWM, is a technique for getting analog results with digital means. Digital control is used to create a square wave, a signal switched between on(HIGH = 24V) and off(LOW = 0V). This on-off pattern can simulate voltages by changing the portion of the time the signal spends on versus the time that the signal spends off. The duty cycle ( $\text{time\_high}/(\text{time\_high} + \text{time\_low}) * 100\%$ ) is proportional to the average voltage on the selected PWM pin.



\*robotic-controls.com

**Task 3.** Create an LD program that produces a 2Hz 60% PWM signal on *out\_3* 5[s] after *button\_1* is pressed. The PWM signal should be generated for 30[s]. While the PWM signal is active the *out\_1* should blink. *Out\_2* should indicate the end of the cycle. *Button\_3* should reset the system.

**Task 4.** Create a solution to check if a user pressed a button 5 times during the 12s time period. The necessary indicators should be included.

**Task 5.** Prepare a solution that meets the following parameters:

1. Start condition - *button\_2* & (*button\_3* pressed 3 times).
2. 3[s] after start condition occurrence 2Hz 50% PWM signal should be generated on *out\_1*.
3. *out\_2* should blink when the PWM signal is present.
4. *Button\_1* stops the system.

**Task 6.** Create a solution that produces 2s blink indicating that 10 parts have been put into the box. Every 10-piece pack should be confirmed with a blink.