

Contents

Preface	xi		
Introduction	xiii		
1 LabVIEW Basics	1		
1.1 Anatomy of a VI	3		
1.2 A Simple Example: Hello World.vi	3		
1.3 Controls, Indicators, and Wires	4		
1.4 Dataflow	8		
1.5 A More Substantial Example: Clean Up Folder.vi	11		
1.6 Arrays and Clusters	13		
1.7 Creating Sub-VIs	17		
1.8 Case Structures	20		
1.9 The Standard Sub-VI Pattern with Error Handling	24		
1.10 The Move Or Delete Sub-VI	25		
1.11 The Right File Type Sub-VI	27		
1.12 Loops	27		
1.13 Shift Registers and Feedback Nodes	34		
1.14 Error Handling	35		
1.15 Developing the Clean Up Folder VI	39		
1.16 Passing Data by Reference	42		
1.17 File I/O	43		
1.18 The Simulated Data Acquisition VI	48		
1.19 Loop Timing	49		
1.20 The Data Over Limit sub-VI	51		
1.21 The Create Log String sub-VI	52		
1.22 Absolute and Relative File Paths	53		
1.23 The Append To Log File Sub-VI	54		
1.24 Property Nodes and Invoke Nodes	56		
1.25 Developing the Simulated Data Acquisition VI	57		
1.26 Elements of LabVIEW Style	59		
2 Functional Specifications	61		
2.1 The Multitest VI	61		
2.2 State Transition Diagram for the Multitest VI	62		
2.3 The Car Wash Controller	63		
2.4 State Transition Diagrams for the Car Wash Controller	66		

3 Problem Set 1	68	6.9 Providing Storage for the Car Wash Timer	123
3.1 Car Wash Controller Exercises	68		
3.2 Traffic Light Controller Exercises	68	7 Problem Set 2	125
3.3 Security System Controller Exercises	71	7.1 Car Wash 2 Controller Exercises	125
3.4 Boiler Controller Exercises	74	7.2 Boiler Controller Exercises	126
3.5 Car Wash 2 Controller Exercises	86	7.3 Traffic Light Controller Exercises	127
4 Classic State Machines	90	7.4 Security System Controller Exercises	129
4.1 State Machine Elements	90	8 The Classic State Machine Car Wash Controller	132
4.2 State Machine Structure	92	8.1 Determine the States	133
4.3 Placing Elements in the State Machine	96	8.2 Plan the State Transitions	134
4.4 Building a State Machine From Scratch: The <code>Multitest VI</code>	97	8.3 Create the State Constant	134
5 Action Engines	106	8.4 Build the Front Panel	135
5.1 Anatomy of an Action Engine	106	8.5 Add the Main Loop and Case Structure	135
5.2 Feedback Node Action Engines	107	8.6 Add an Error or Stop Check	139
5.3 Example: Creating a Counter	110	8.7 Develop Individual States	142
5.4 The State Variable Method	111	8.8 Develop the <i>Initialize</i> State	142
6 The Car Wash Timer	115	8.9 Develop the <i>Unlock Selector</i> State	145
6.1 The Functions of the Car Wash Timer	116	8.10 Develop the <i>Wait</i> State	145
6.2 Inputs of the Car Wash Timer	116	8.11 Develop the <i>Lock Selector</i> State	146
6.3 Outputs of the Car Wash Timer	117	8.12 Develop the Car Wash States	147
6.4 Icon and Front Panel of the Car Wash Timer	117	8.13 Develop the <i>Shutdown</i> State	151
6.5 State Variables of the Car Wash Timer	118	9 Problem Set 3	152
6.6 The <i>Timecheck</i> Action of the Car Wash Timer	118	9.1 Traffic Light Controller Exercises	152
6.7 The <i>Reset Timer</i> Function of the Car Wash Timer	120	9.2 Security System Controller Exercises	152
6.8 The Kernel of the Car Wash Timer	121		

Contents**vii**

9.3	Boiler Controller Exercises	166		
9.4	Car Wash 2 Exercises	166		
10	Event-Driven State Machines	167		
10.1	Event Structures	168		
10.2	Anatomy of an Event Structure	168		
10.3	Configuring an Event Structure	170		
10.4	Event Structure Quirks and Caveats	171		
10.5	Event Structure Guidelines	175		
10.6	Example: Building an Event-Driven State Machine	175		
11	The Event-Driven Car Wash Controller	178		
11.1	Adding the Event Structure to the <i>Wait</i> State	178		
11.2	The <code>STOP</code> Button	180		
12	Problem Set 4	182		
12.1	Traffic Light Controller Exercises	182		
12.2	Security System Controller Exercises	182		
12.3	Boiler Controller Exercises	182		
12.4	Car Wash 2 Exercises	183		
13	Queued State Machines	184		
13.1	The Power of Queues	185		
13.2	Queue Functions	185		
13.3	By-Value versus By-Reference	188		
13.4	Building a Queued Event-Driven State Machine	191		
14	The Queued Car Wash Controller	197		
14.1	Building a Non-Square Icon	199		
14.2	Examining the Queued Car Wash Controller	201		
14.3	The Car Wash States	206		
15	Data Acquisition with the Multitest VI	210		
15.1	Strain Gages and Bridge Circuits	210		
15.2	Data Acquisition in LabVIEW	212		
15.3	Functional Specification	212		
15.4	State Transition Diagram	212		
15.5	Building the DAQ Task	214		
15.6	Developing the <code>Multitest</code> Data Acquisition VI	217		
16	Problem Set 5	224		
16.1	Traffic Light Controller Exercises	224		
16.2	Security System Controller Exercises	224		
16.3	Boiler Controller Exercises	225		
16.4	Car Wash 2 Exercises	225		
16.5	DAQ State Machine Exercises	226		
17	Preparing for the CLD Exam	231		
17.1	Documentation	232		
17.2	Style	234		
17.3	Functionality	235		
17.4	Preparing for the CLD Exam	236		
17.5	Time Management	237		
17.6	Practicing for the Exam	238		

18 Problem Set 6	239	22.4 Security System Controller Exercises	288
19 Problem Set 7	246	22.5 Boiler Controller Exercises	289
20 State Machines with Arguments	254	22.6 Car Wash 2 Controller Exercises	294
20.1 The Data Highway	255	23 Data Encapsulation	298
20.2 Using Arguments to Pass Information	257	23.1 LabVIEW Objects and Classes	302
20.3 Passing Arguments Using Clusters	257	24 Problem Set 9	313
20.4 Passing Arguments Using Strings	260	24.1 Traffic Light Controller Exercises	313
20.5 Designing Parsing Sub-VIs	260	24.2 Boiler Controller Exercises	313
20.6 The String-Based Multitest VI	263	24.3 Car Wash 2 Controller Exercises	314
20.7 Disadvantages of Using Strings	266	25 Inheritance and Composition	316
20.8 Improving the String-Based State Machine	268	25.1 Inheritance and Composition	318
21 Car Wash Controller with Arguments	274	25.2 Creating the <code>Cycle</code> Class	320
21.1 Car Wash Controller with Time and Cycle Arguments	275	25.3 Data Member Access Sub-VIs	321
21.2 Developing Parsing Routines for the Car Wash Controller	276	25.4 Dynamic Dispatch Sub-VIs	324
21.3 Developing a Generic <i>Cycle</i> State	278	25.5 Static Dispatch Sub-VIs	327
21.4 Implementing the Car Wash Controller with Arguments	281	25.6 Access Scope	329
22 Problem Set 8	287	25.7 The Completed <code>Cycle</code> Class	331
22.1 DAQ State Machine Exercises	287	25.8 Creating the Child Classes	332
22.2 Car Wash Controller Exercises	287	25.9 Developing Override VIs	333
22.3 Traffic Light Controller Exercises	288	25.10 The Factory Method	338
		25.11 Dynamic Loading of Classes	342
		25.12 The Car Wash Controller with Inheritance and Composition	345
		25.13 Why Bother with Classes?	347

Contents**ix**

26 Problem Set 10	348	29 Extending the Language	411
26.1 Car Wash 2 Exercises	348	29.1 The Switched Queue Class	412
26.2 Traffic Light Controller Exercises	351	29.2 Data Value References	414
26.3 Boiler Controller Exercises	353	29.3 Data Accessor Methods of the Switched Queue Class	418
27 Producer–Consumer State Machines	368	29.4 Switched Queue Method Sub-VIs	419
27.1 Stopping Parallel Loops	369	29.5 Using the Switched Queue	426
27.2 The Producer–Consumer Architecture	371	29.6 The Pros and Cons	427
27.3 The Producer–Consumer (Events) Architecture	372	30 Problem Set 11	429
27.4 User Events	377	30.1 Security System Controller Exercises	429
27.5 Producer–Consumer Pattern with User Events	383	30.2 Car Wash 2 Exercises	437
27.6 Value(Signalling) or User Events?	385	31 Wrapping It Up	438
27.7 Error Handling in the Producer–Consumer Architecture	385	31.1 The Classic State Machine	438
28 Combatting Race Conditions	387	31.2 Event-Driven State Machine	438
28.1 Guarding Against Race Conditions	393	31.3 Queued State Machine	439
28.2 The Producer–Consumer Car Wash Controller	397	31.4 State Machines with Arguments	439
28.3 The Producer–Consumer Car Wash Controller with User Events	400	31.5 State Machines with Classes	440
28.4 Car Wash Race Condition	401	31.6 Producer–Consumer State Machines	440
28.5 Semaphores and the Producer–Consumer Car Wash Controller	402	31.7 Coupling	440
28.6 Breaking the Deadlock	404	31.8 Selecting an Architecture	441
28.7 Living with the Race Condition	408	31.9 How Can You Improve?	442
		31.10 Where to Go from Here	443
		A Sample CLD Exam—Traffic Light Controller	444
		B Sample CLD Exam—Security System	446

x**Contents**

C	Sample CLD Exam— Boiler Controller	449	J	Problem Set 4 Solutions	529
D	Sample CLD Exam— Car Wash Controller 2	454	K	Problem Set 5 Solutions	535
E	Sample CLD Exam— Sprinkler Controller	458	L	Problem Set 6 Solutions	556
F	Sample CLD Exam— ATM Controller	463	M	Problem Set 7 Solutions	570
G	Problem Set 1 Solutions	469	N	Problem Set 8 Solutions	592
H	Problem Set 2 Solutions	493	O	Problem Set 9 Solutions	622
I	Problem Set 3 Solutions	502	P	Problem Set 10 Solutions	634
			Q	Problem Set 11 Solutions	678
			Index		696