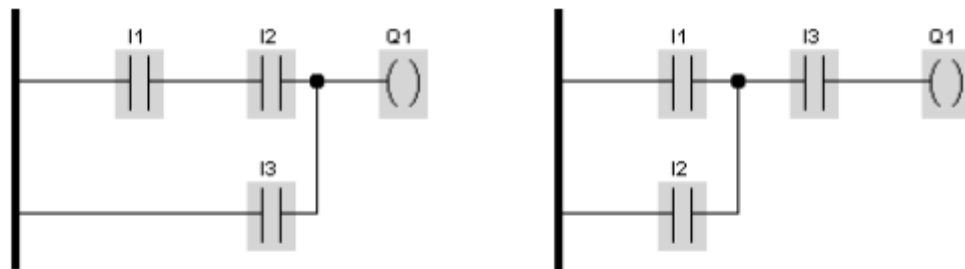
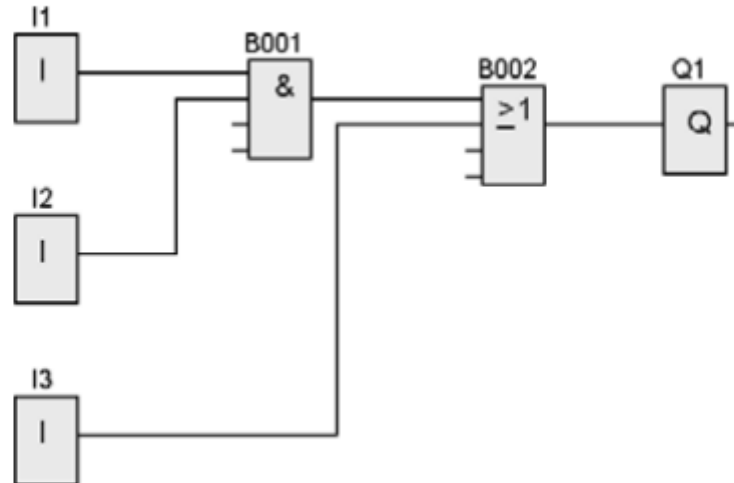


Konwersja między programami w językach LD i FBD

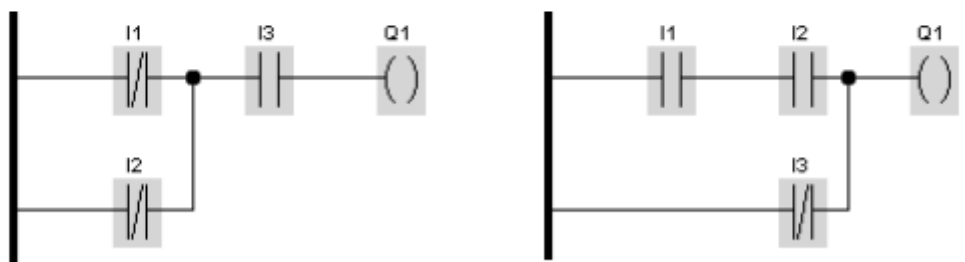
Zadanie 35.

Który z programów w języku LD odpowiada programowi w języku FBD?



A.

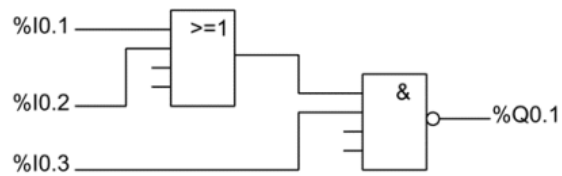
B.



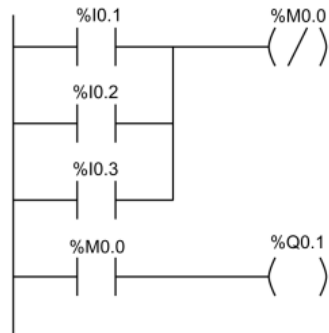
C.

D.

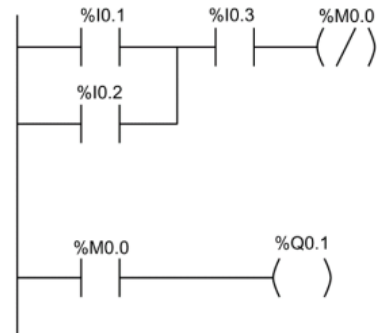
Zadanie 27.



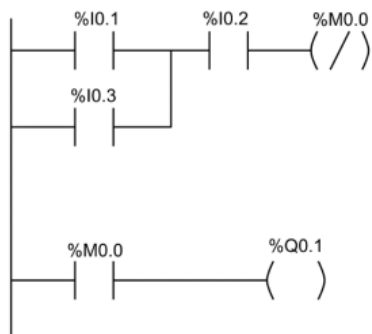
Który z przedstawionych programów zapisanych w języku LD odpowiada przedstawionemu na rysunku programowi sterowniczemu urządzenia mechatronicznego zapisanemu w języku FBD?



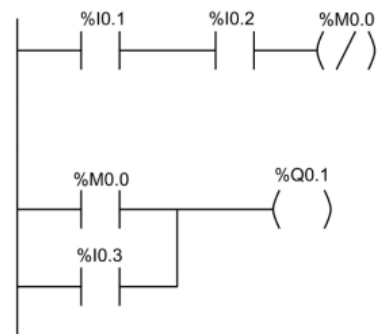
A.



B.



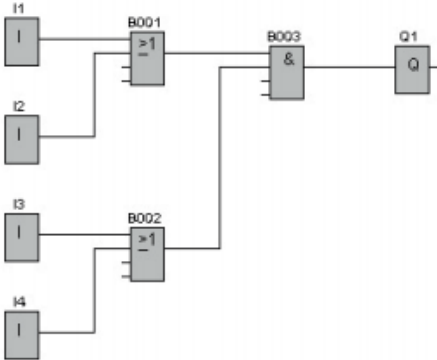
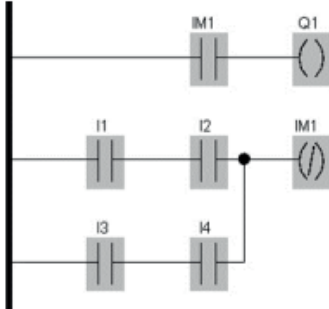
C.



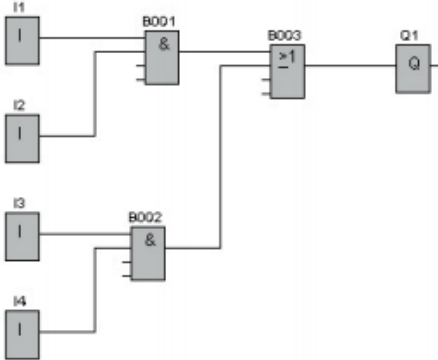
D.

Zadanie 28.

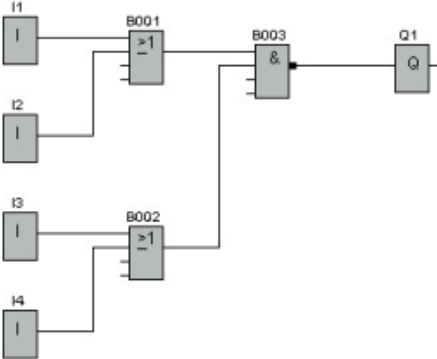
Określ, który program w języku FBD odpowiada przedstawionemu programowi w języku LD?



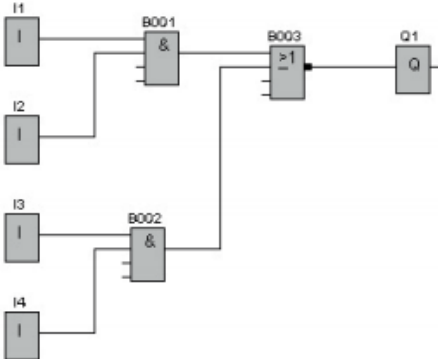
A.



B.



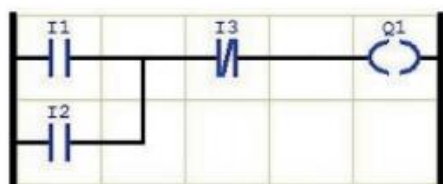
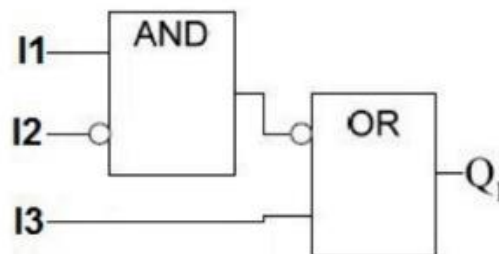
C.



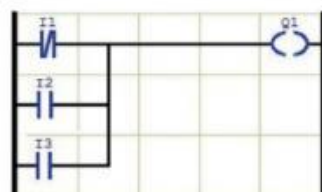
D.

Zadanie 28.

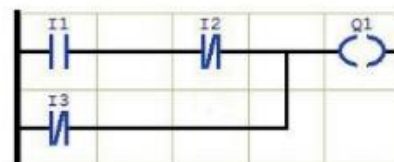
Który program zapisany w LD odpowiada programowi zapisanemu w FBD?



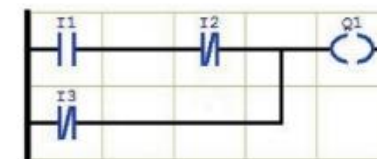
A.



B.



C.



D.

PODPowiedź

Przy tym zadaniu przyda się znajomość prawa de Morgana: $\overline{(a \cdot b)} = \bar{a} + \bar{b}$