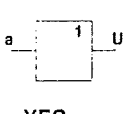
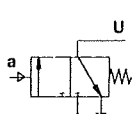
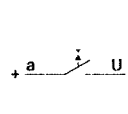
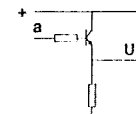
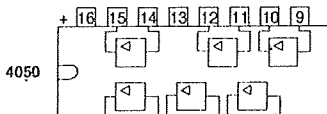
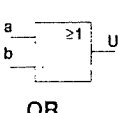
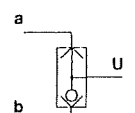
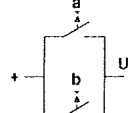
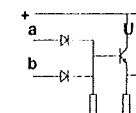
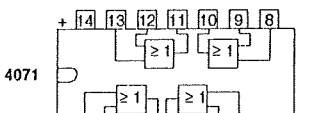
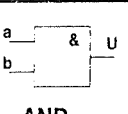
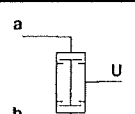
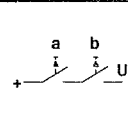
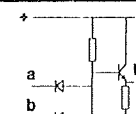
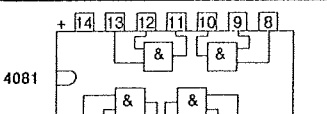
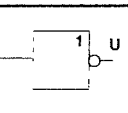
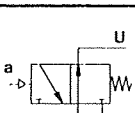
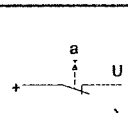

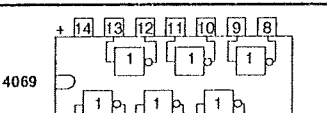
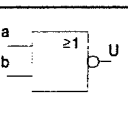
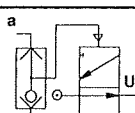
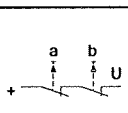
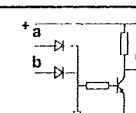
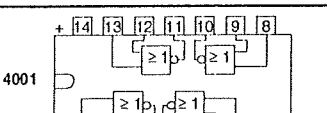
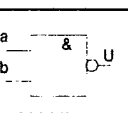
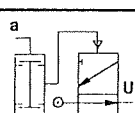
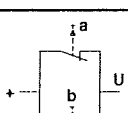
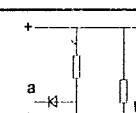
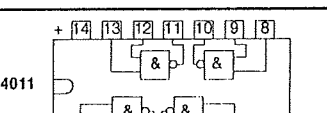
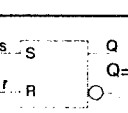
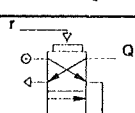
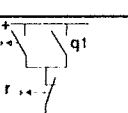

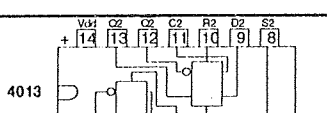
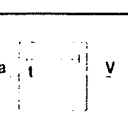
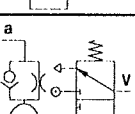
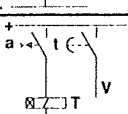
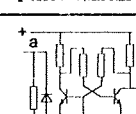
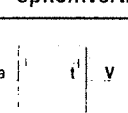
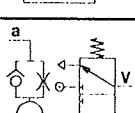
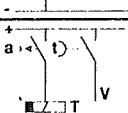
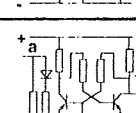
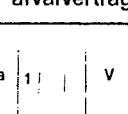
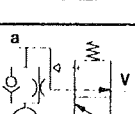
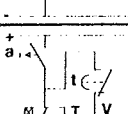
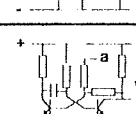
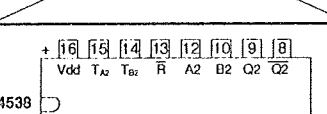
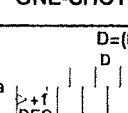
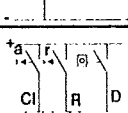
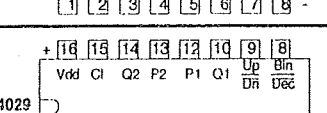


# OVERZICHT DIGITALE FUNCTIES

Functie Symbol	Besturingsversies in hardware				Besturingsvers in software	
	Algebraïsche formule	Pneumatisch	Elektrisch	Elektronisch (discreet)	Elektronisch (IC's of chips)	Voorbeelden van PLC Instructies
 $U = a$ <b>YES</b>				 4050	LD a ST U	$U = a$ ;
 $U = a + b$ <b>OR</b>				 4071	LD a OR b ST U	$U = a \text{ OR } b$ ;
 $U = a \cdot b$ <b>AND</b>				 4081	LD a AND b ST U	$U = a \text{ AND } b$ ;
 $U = \bar{a}$ <b>NOT</b>				 4069	LD a STN U	$U = \text{NOT } a$ ;
 $U = \overline{a + b}$ <b>NOR</b>				 4001	LD a OR b STN U	$U = \text{NOT } (a \text{ OR } b)$ ;
 $U = \overline{a \cdot b}$ <b>NAND</b>				 4011	LD a AND b STN U	$U = \text{NOT}(a \text{ AND } b)$ ;
 $Q = (s + g) \cdot \bar{r}$ <b>GEHEUGEN</b>				 4013	LD s OR Q ANDN r ST Q	$Q = (s \text{ OR } Q) \text{ ANDNOT } r$
 $T = a$ $V = t$ <b>opkomvertraging</b>				X	LD a ST T LD t ST V	IF NOT a THEN TIME=100; V = a AND TIME;
 $T = a$ $V = t$ <b>afvalvertraging</b>				X	LD a STN T LDN t ST V	IF a THEN TIME=100; V = a OR NOT TIME;
 $T = a$ $V = t$ <b>ONE-SHOT</b>				 4538	LD a ST T ANDN t ST V	IF NOT a THEN TIME=100; V=NOT TIME;
 $D = (N \cdot a) / r$ <b>TELLER</b>	X		X	 4029	LD a ST CNT LD r RESET CNT LD CNT	IF a AND NOT a THEN CNT=CNT+1; LD r; IF r THEN IF CNT=9 D=1;