

# **MERNI INFORMACIONI SISTEMI**

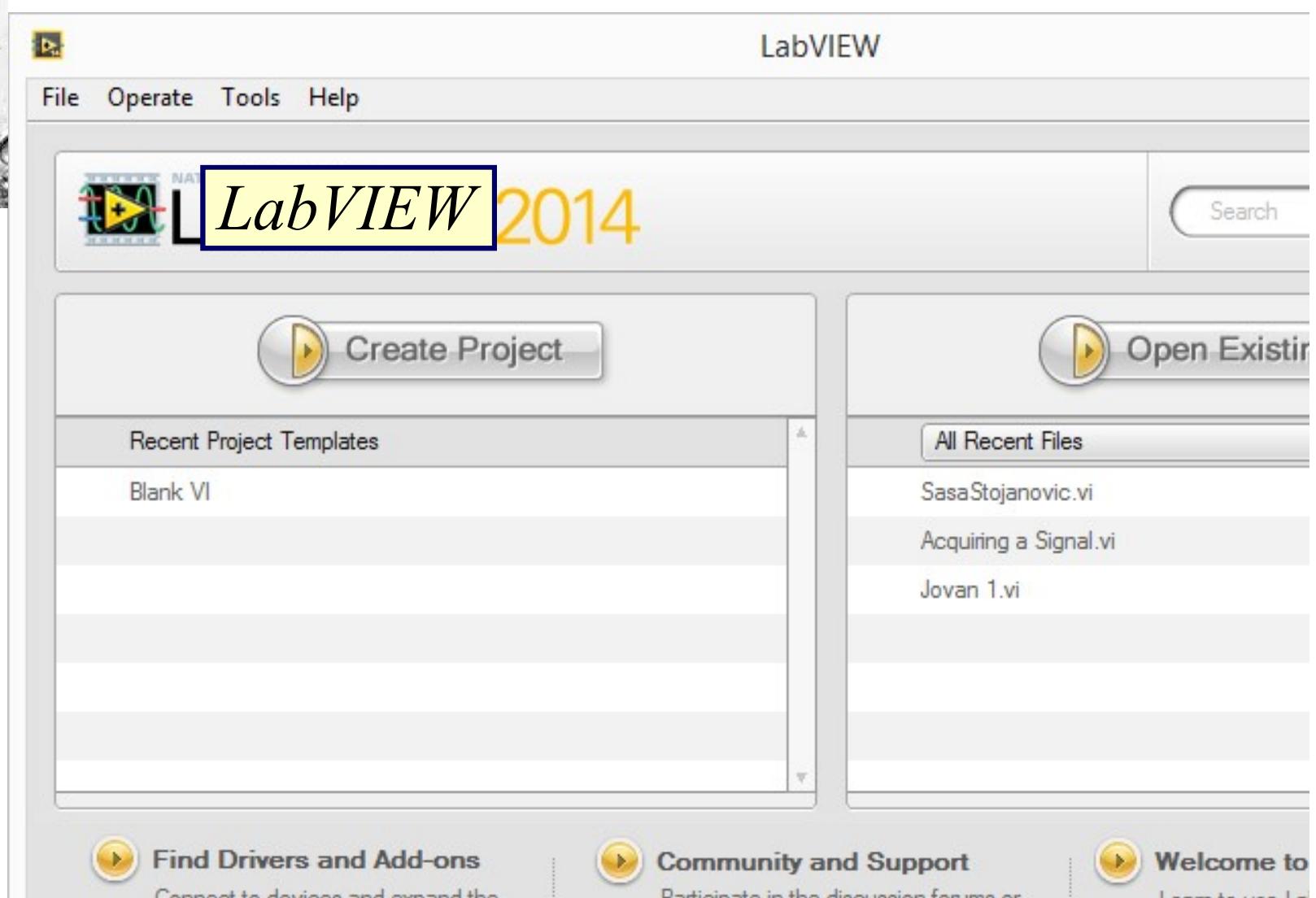
**Profesor dr Miroslav Lutovac**

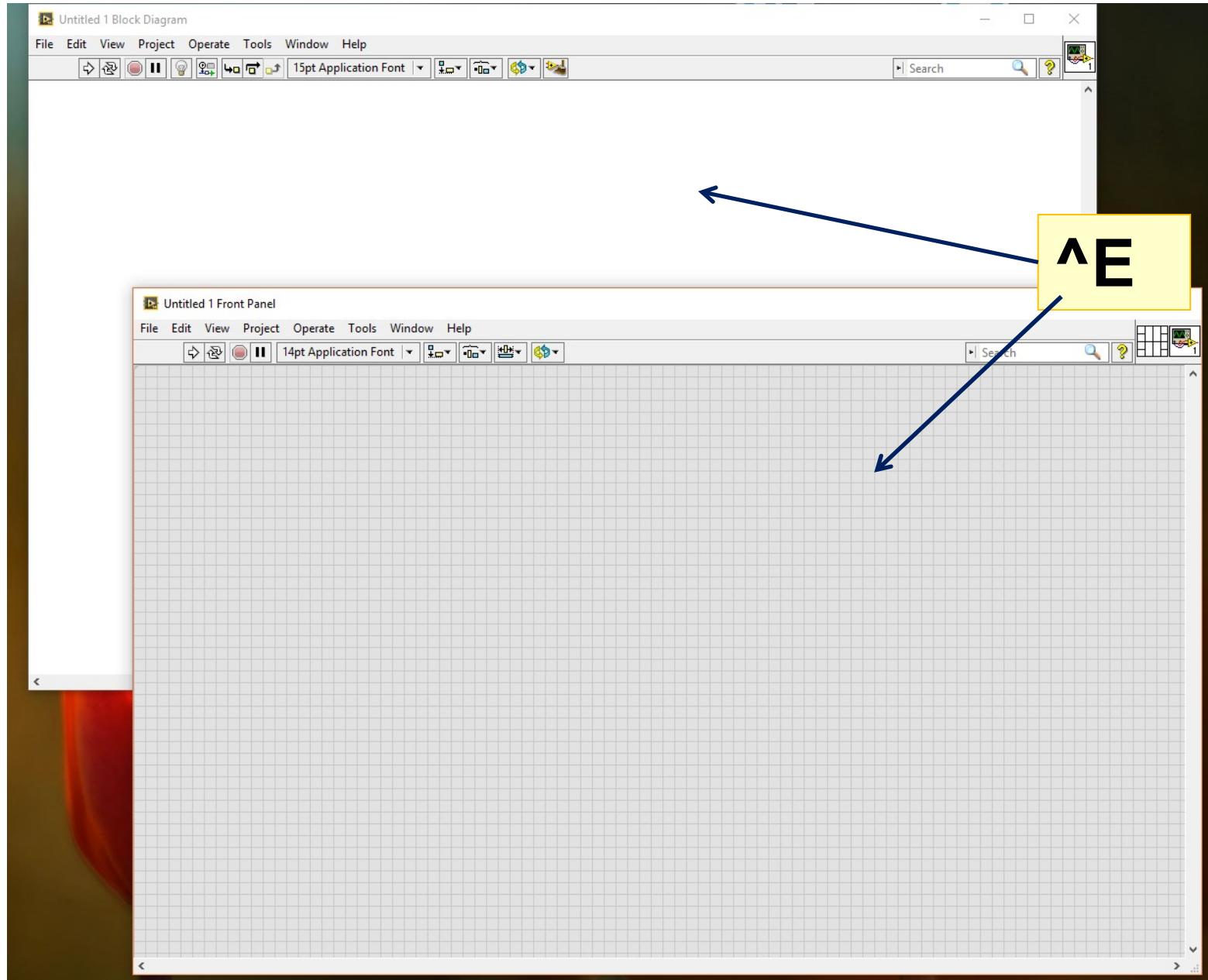
**[mlutovac@viser.edu.rs](mailto:mlutovac@viser.edu.rs)**

# Zašto LabVIEW?

- Koristiti LabVIEW da se reši problem
- Da se pronađu i koriste math i funkcije za kompleksnu analizu
- Da se radi sa različitim tipovima podataka
- Da se prikažu rezultati
- While Loop
- For Loop

# **Simulacija pomoću virtuelnog instrumenta**





# LabVIEW - Example VI

1. Open LabVIEW
2. clicking on Blank VI in the LabVIEW Getting Started
3. Save the VI as Circle Area Perimeter.vi
  1. Select File → Save
  2. Navigate to the location to save
  3. Name the VI Circle Area Perimeter.vi
  4. Click OK

- VI which calculates
  - area of a circle
  - perimeter of a circle
- given radius r

# LabVIEW - Example VI

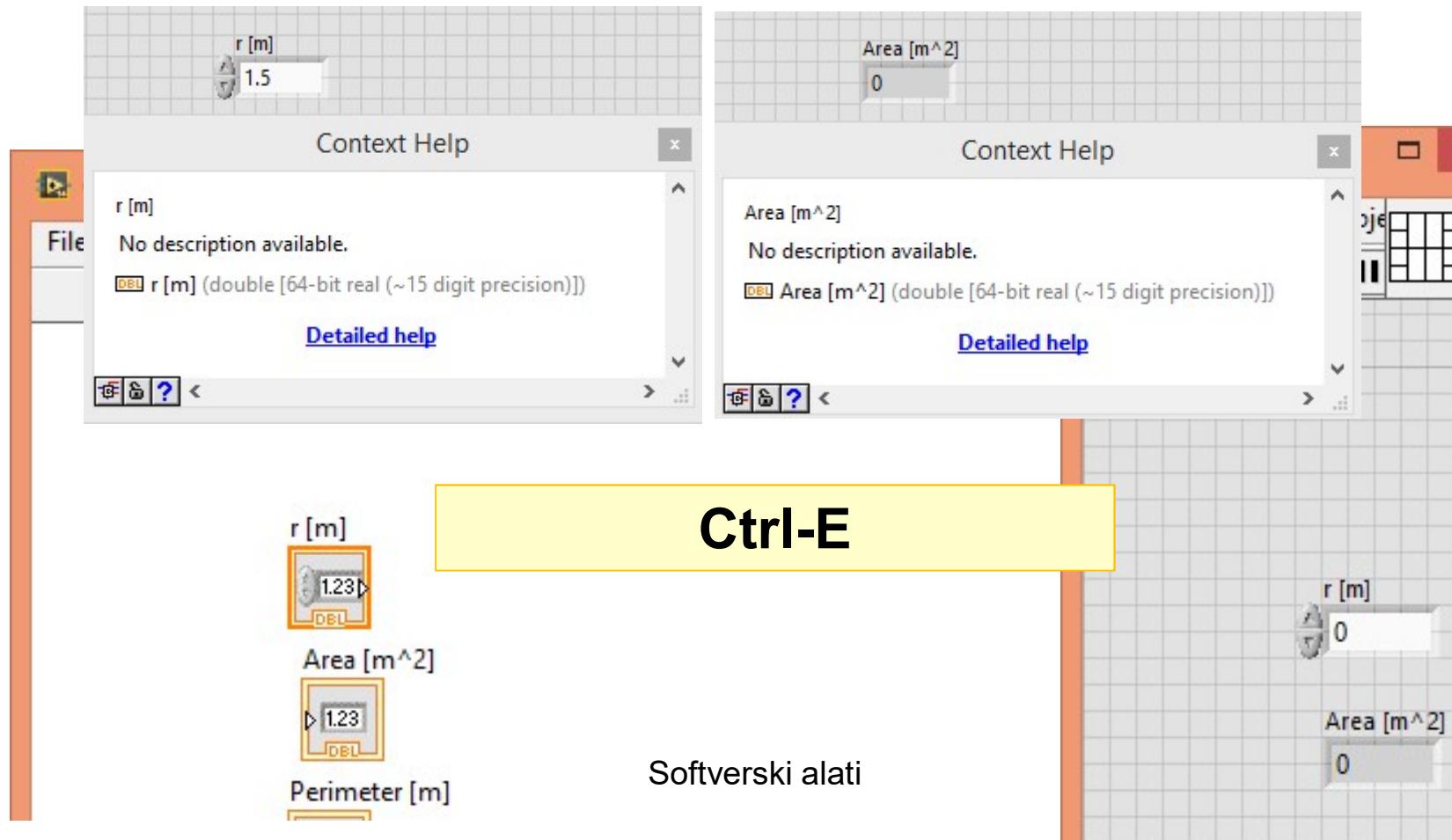
- Create the front panel
  - Right-click on the front panel to open the Controls palette, and put down a **Numeric Control** from the Modern → Numeric subpalette
  - Double-click on the label for this control and rename it to r
  - Place down **two numeric indicators** from the Modern → Numeric subpalette and rename them Area and Perimeter
  - change the font of the labels using the font drop-down menu near the menu bar

**control receives input,  
indicator displays output**

# Context Help

**Ctrl-H**

When you hover over any block or connector,  
the Context Help will provide a brief description of its  
function or its type, depending on context



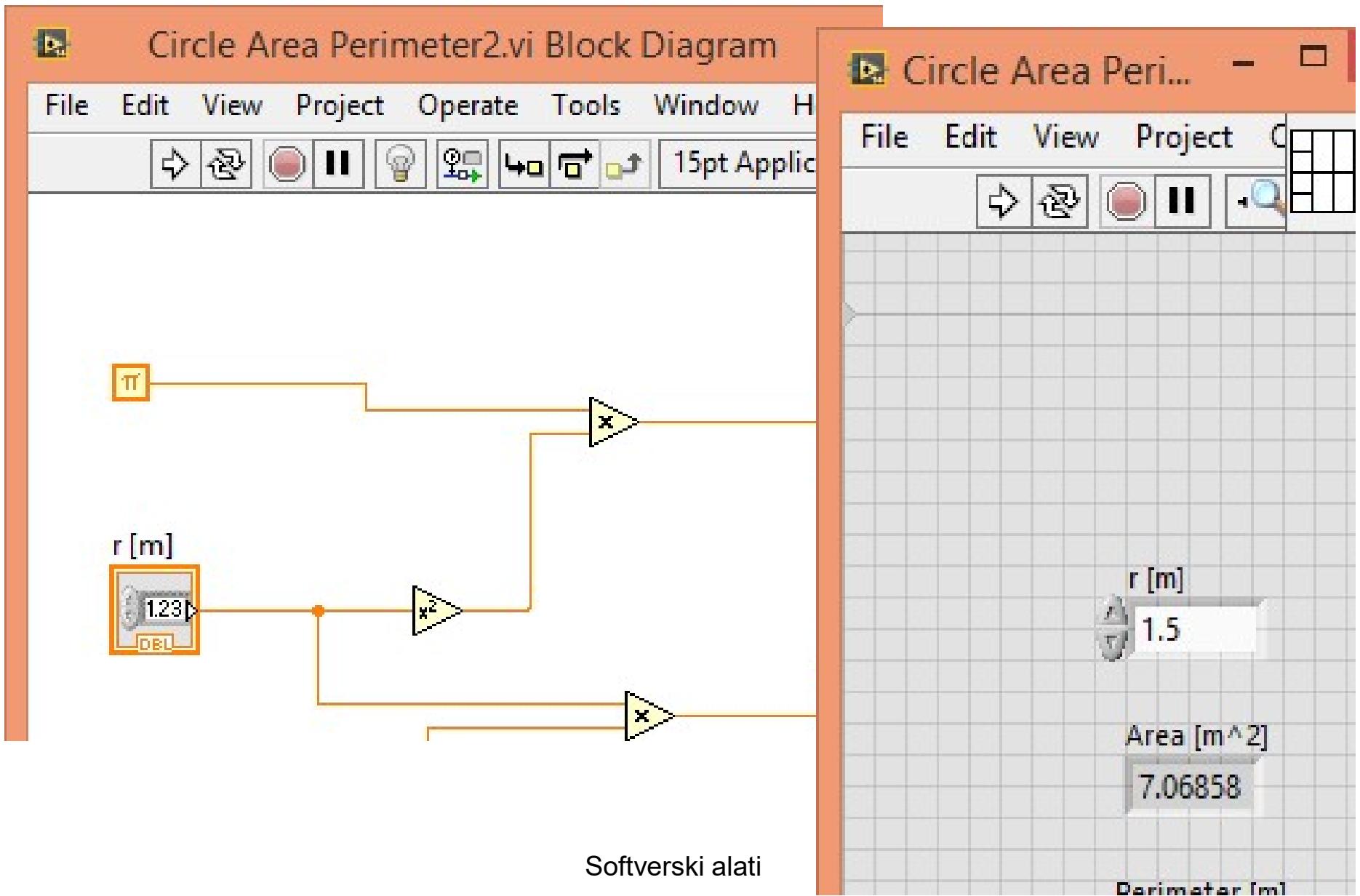
$$\pi \quad 2\pi$$

The screenshot shows a software application window with a menu bar (File, Edit, View, Project, Options) and a toolbar with various icons. A search bar and a 'Customize' button are also present. On the left, there's a diagram with a variable  $r [m]$  set to 1.23 connected to a square root block ( $\sqrt{\phantom{x}}$ ). To the right is a 'Functions' library window.

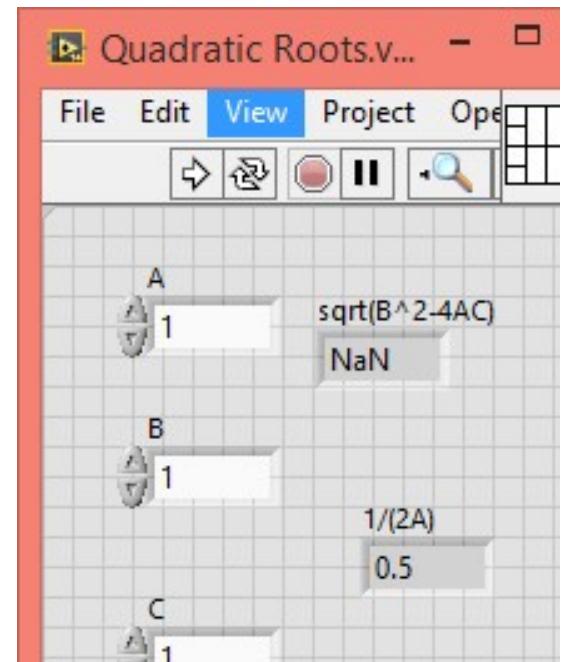
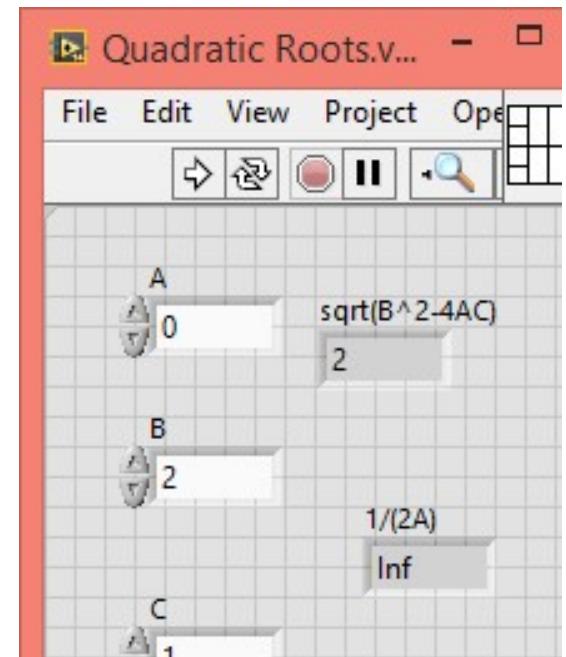
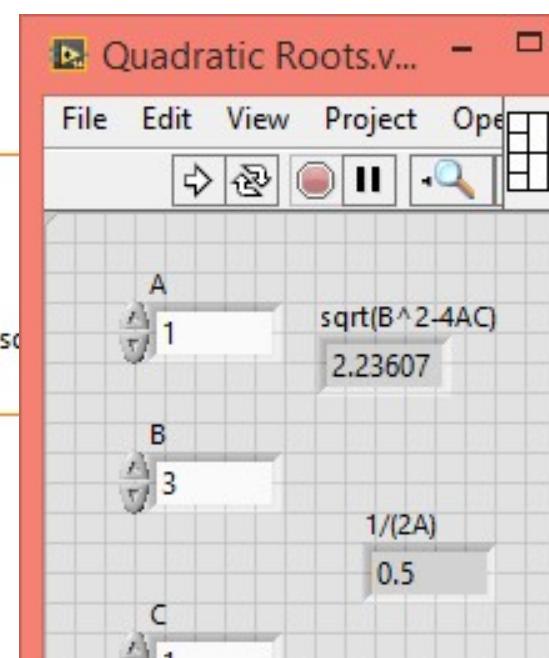
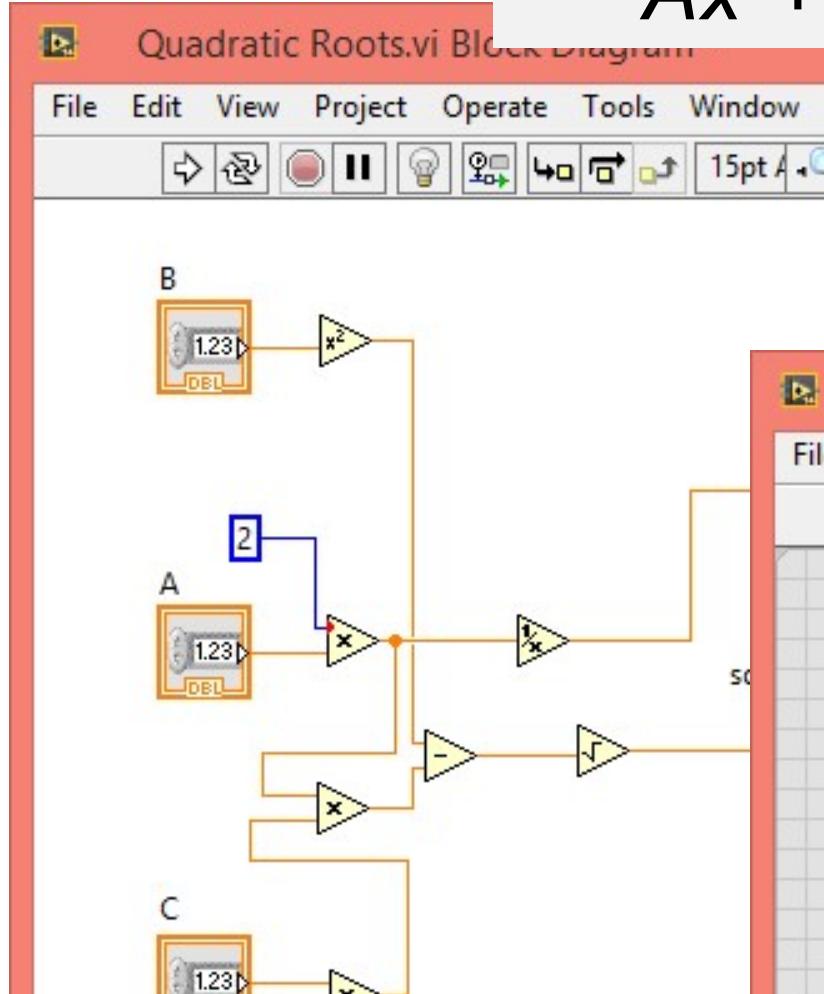
**Functions Library:**

- Programming**
  - Numeric
    - $\pi$
    - Pi
    - $1/\pi$
    - $1/\pi$
    - $1/e$
    - $1/e$
    - $\ln(2)$
    - c
  - Math & Scientific Constants
    - $2\pi$
    - $2*\pi$
    - $\ln(\pi)$
    - $\ln(Pi)$
    - $\log_{10}\pi$
    - $\log10(e)$
    - $h$
    - G
  - $\pi/2$
  - $\pi/2$
  - e
  - e
  - $\ln(10)$
  - $\ln(10)$
  - $e$
  - $N_A$

At the bottom of the functions list, there are links for 'Speed Of Light...', 'Gravitational...', and 'Avogadro C...'. The overall theme of the interface is orange and grey.

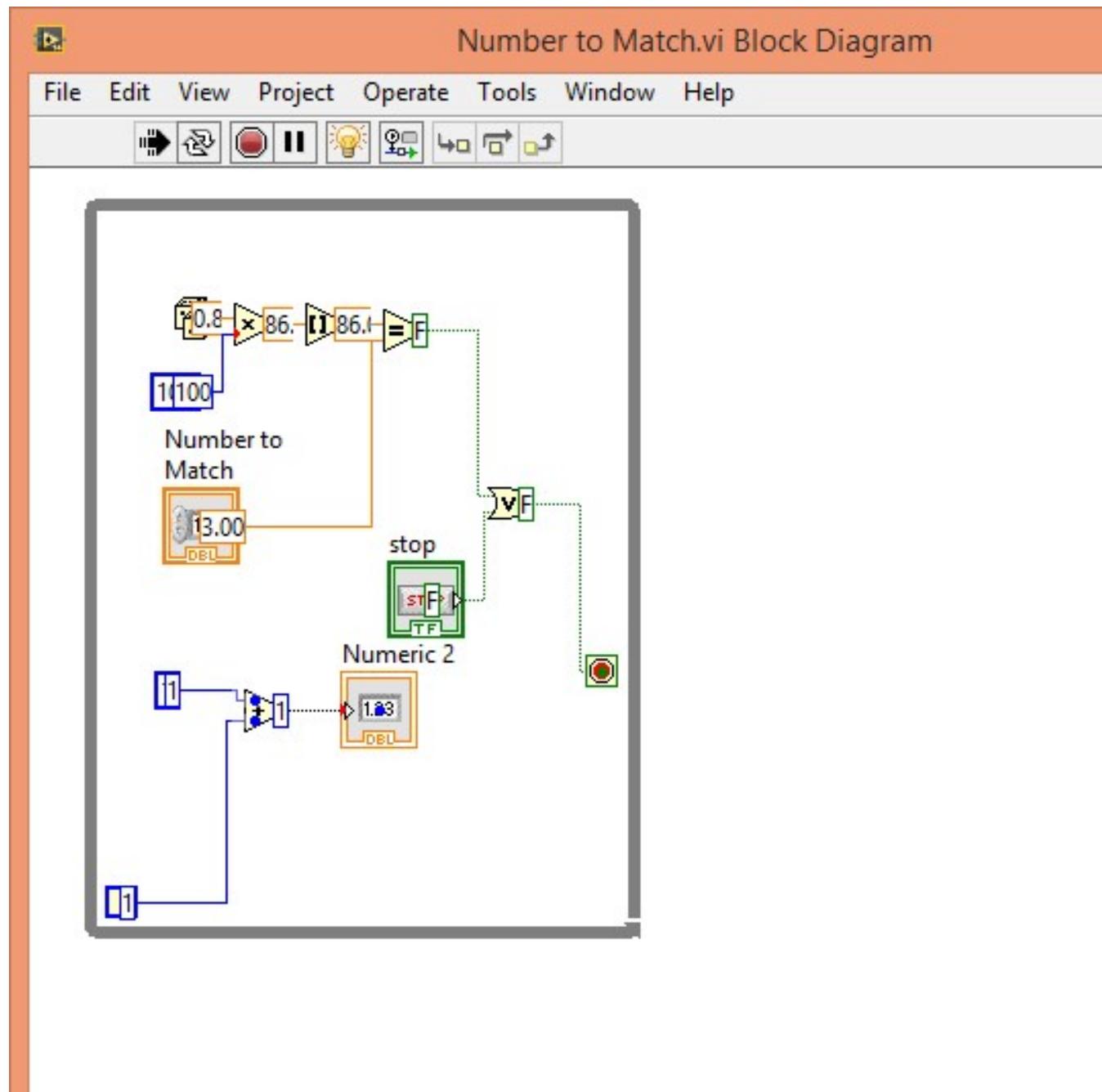


$$Ax^2+Bx+C=0$$



# Quadratic Roots.vi

## Softverski alati



# LabVIEW - Example VI

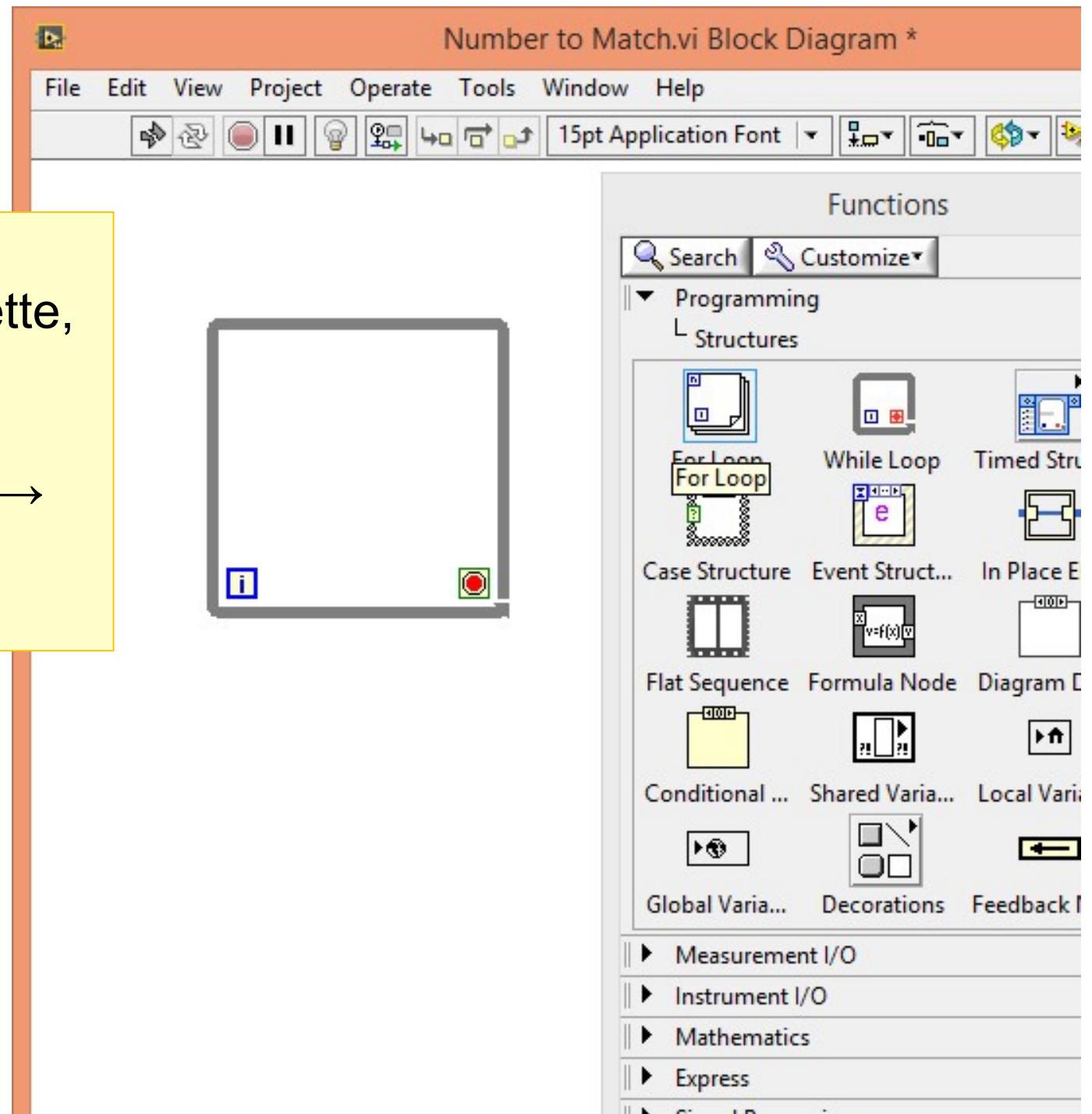
1. Open LabVIEW
2. clicking on Blank VI in the LabVIEW Getting Started
3. Save the VI as Number to Match.vi
  1. Select File → Save
  2. Navigate to the location to save
  3. Name the VI Number to Match.vi
  4. Click OK

- use of a While Loop structure
- Generating a random integer between 0 and 100 in a loop until it matches a number defined by the user

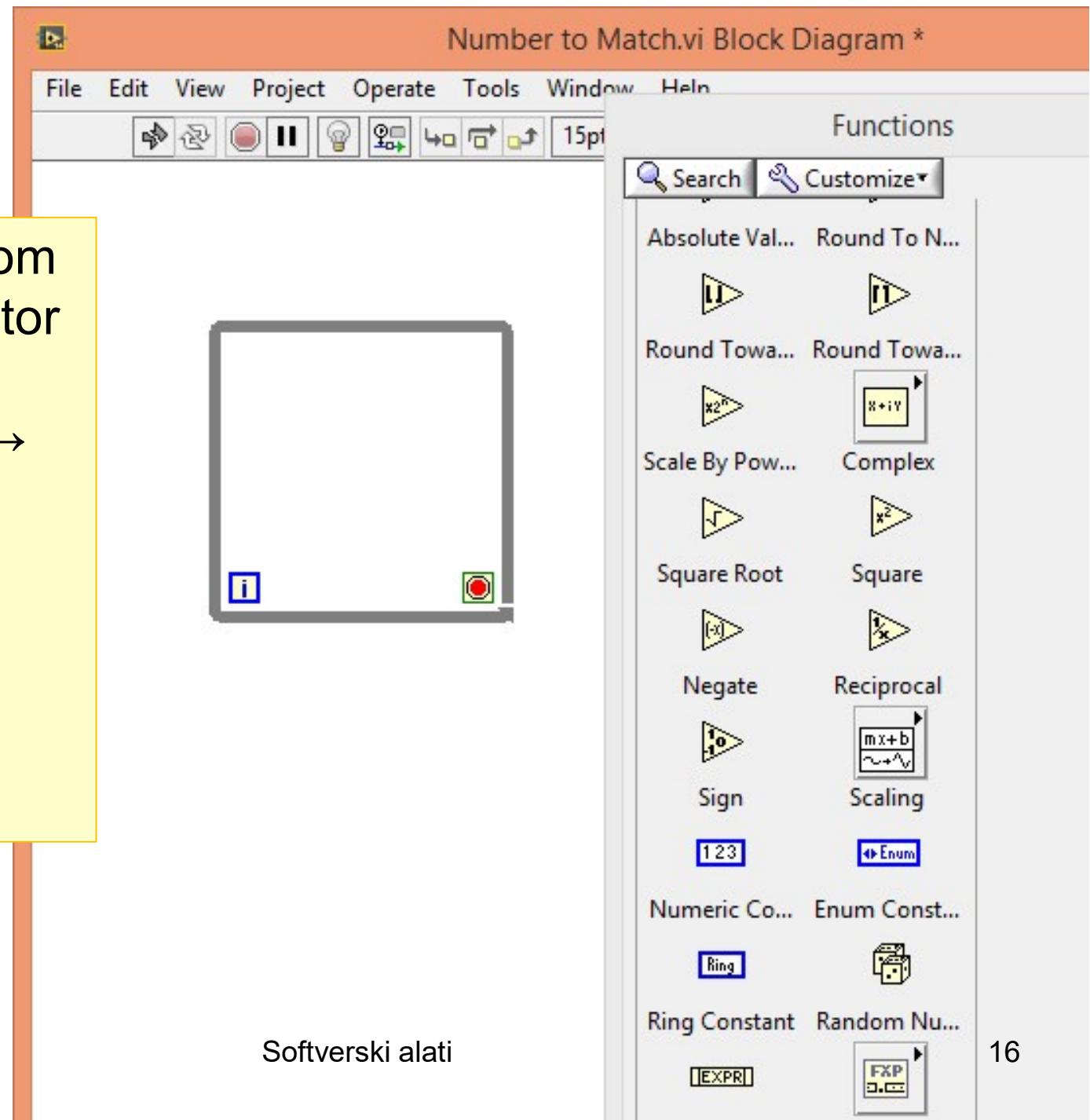
# LabVIEW - Example VI

- Create a random number generator, to generate integers between 0 and 100 inclusive, in a While Loop

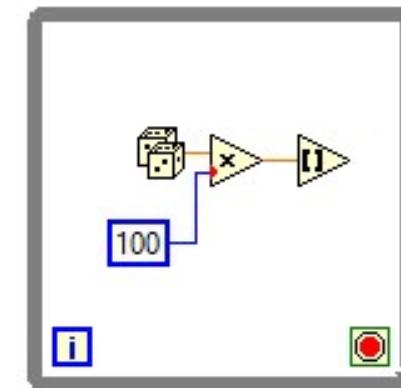
From the Functions palette,  
place a While Loop from the  
Programming → Structures  
subpalette



Using the random number generator found in the Programming → Numeric subpalette, generate a random integer between 0 and 100



Multiply the values  
by 100 and round  
them to an integer



Softverski alati

## Number to Match.vi Block Diagram \*

File Edit View Project Operate Tools Window Help



Functions

Search Customize

Programming  
L Numeric

Add Subtract

Multiply Divide

Quotient & ... Conversion

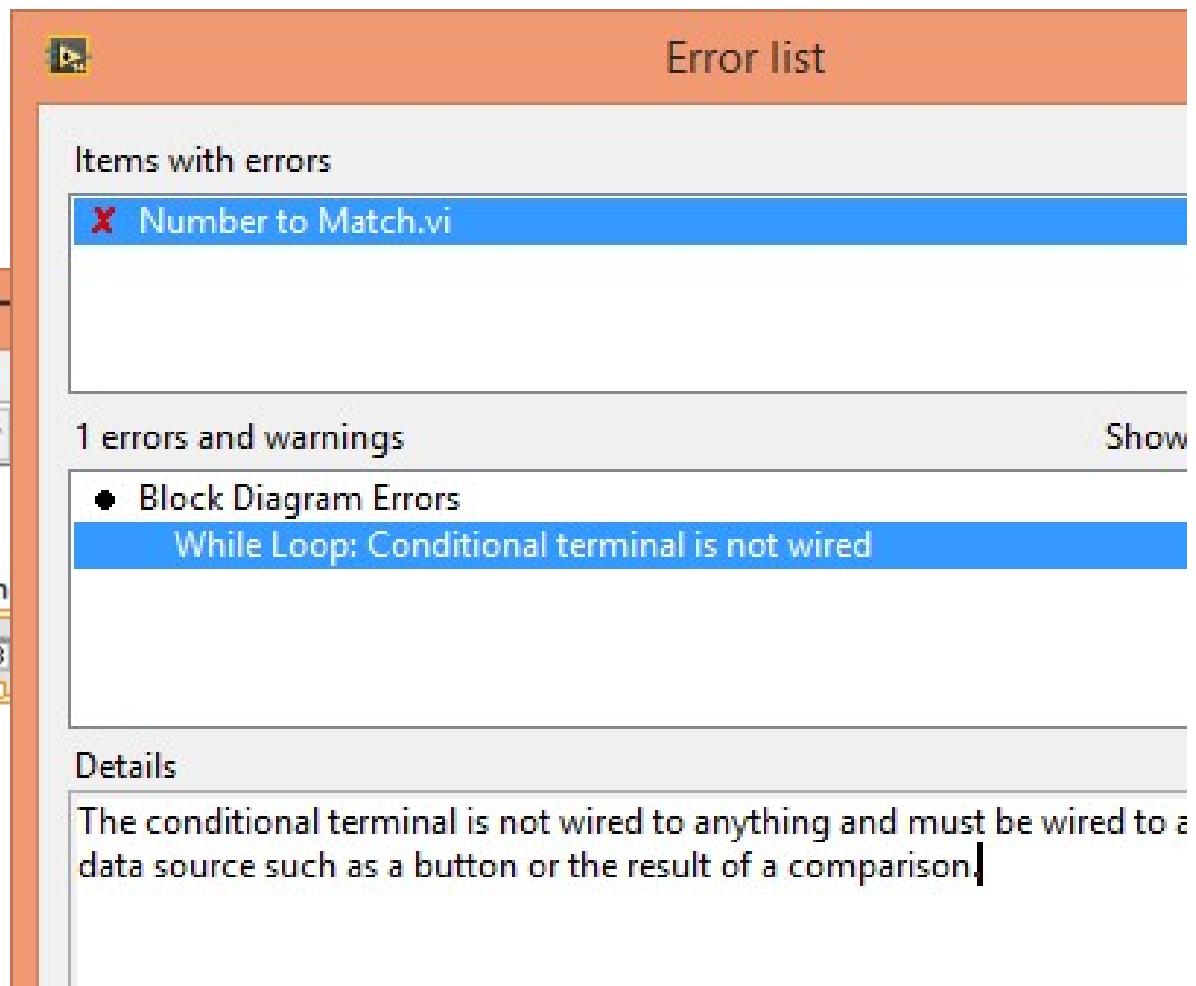
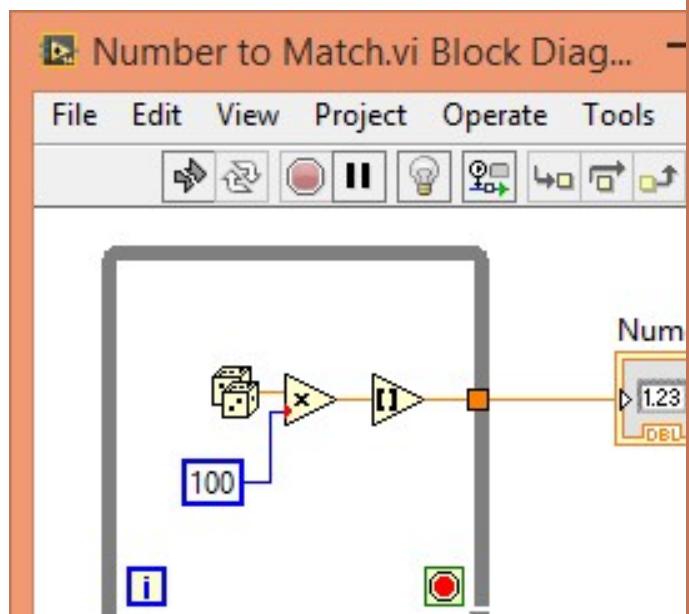
Increment Decrement

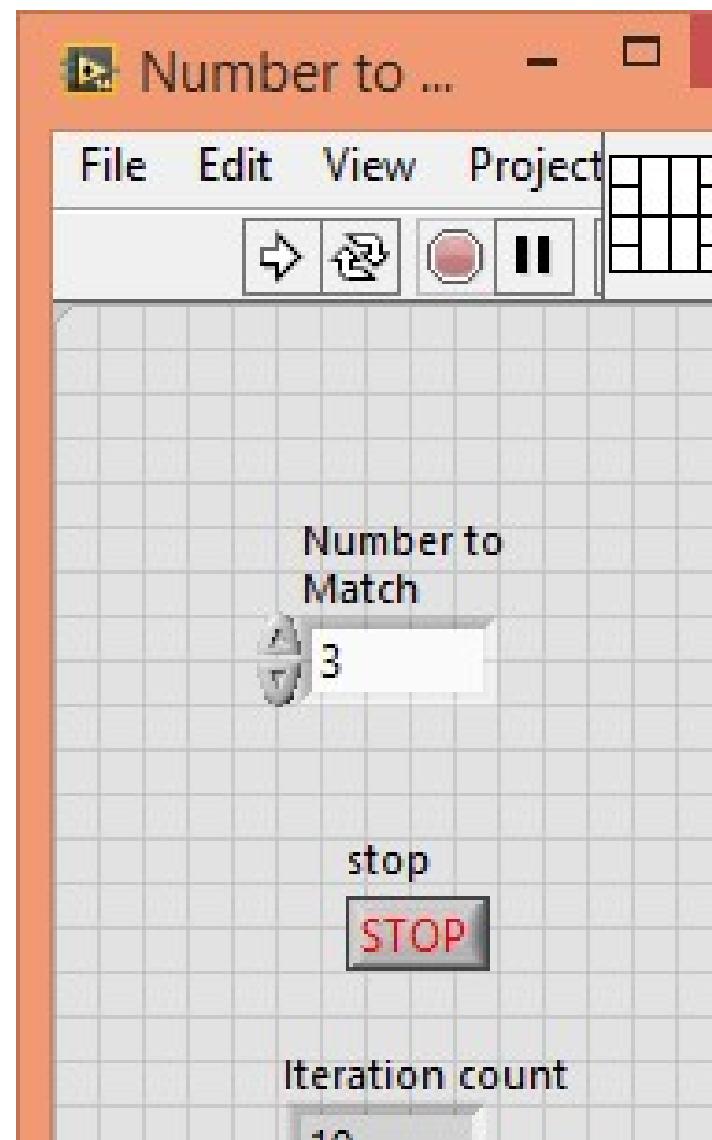
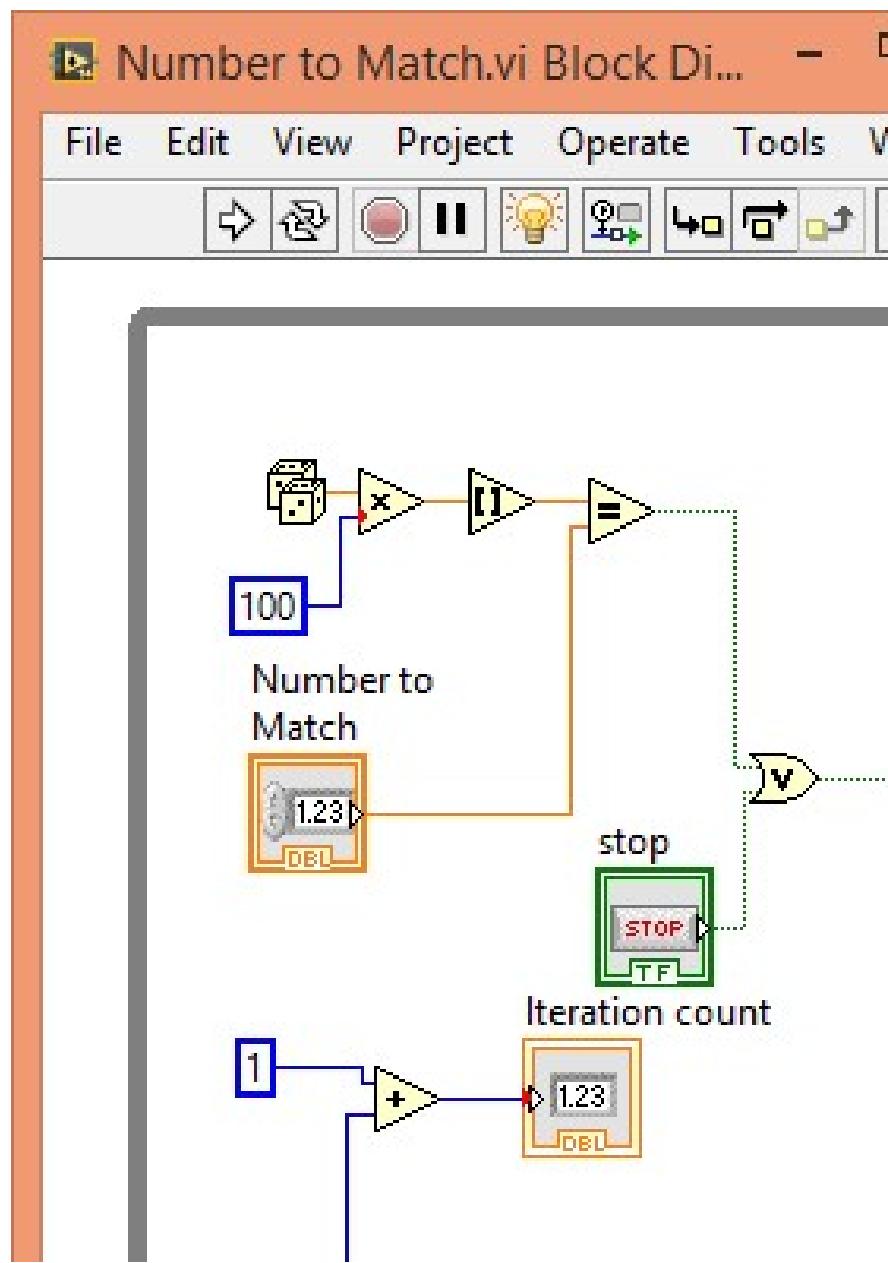
Add Array El... Multiply Arra...

Compound ... Data Manipu...

Absolute Val... Round To N...

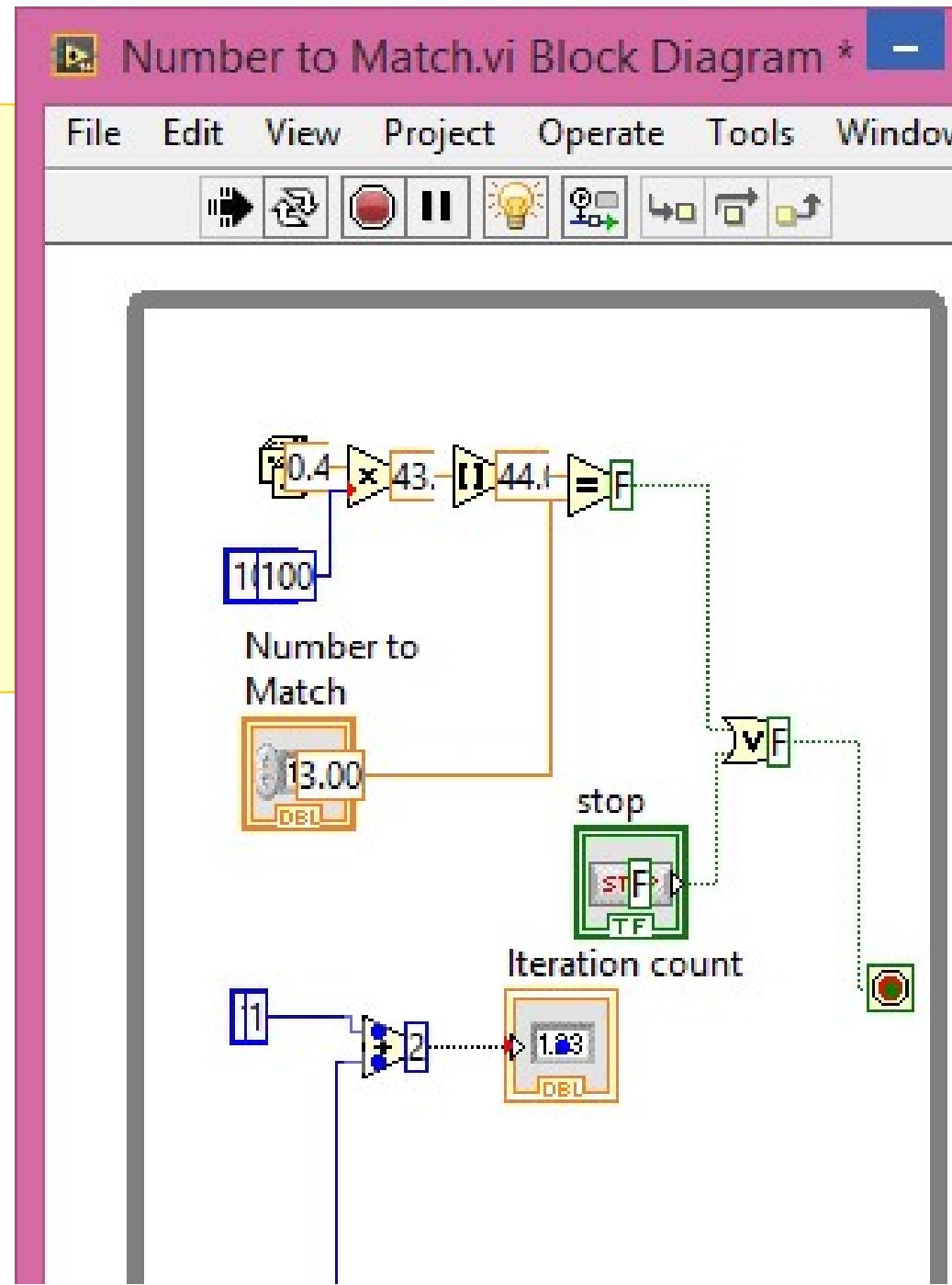
Multiply the values by 100 and round them to an integer





ski alati

Select the Highlight Execution button in the toolbar of the block diagram, and run the VI while viewing the block diagram



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**Ova prezentacija je nekomercijalna.**

Slajdovi mogu da sadrže materijale preuzete sa Interneta, stručne i naučne građe, koji su zaštićeni Zakonom o autorskim i srodnim pravima.

Ova prezentacija se može koristiti samo privremeno tokom usmenog izlaganja nastavnika u cilju informisanja i upućivanja studenata na dalji stručni, istraživački i naučni rad i u druge svrhe se ne sme koristiti –

Član 44 - Dozvoljeno je bez dozvole autora i bez plaćanja autorske naknade za nekomercijalne svrhe nastave:  
(1) javno izvođenje ili predstavljanje objavljenih dela u obliku neposrednog poučavanja na nastavi;  
- ZAKON O AUTORSKOM I SRODΝIM PRAVIMA  
("Sl. glasnik RS", br. 104/2009 i 99/2011)