

# **INFOSOFT IT SOLUTIONS**

**Training | Projects | Placements**

**Revathi Apartments, Ameerpet, 1<sup>st</sup> Floor, Opposite Annapurna Block, Infosoft It solutions,  
Software Training & Development Institute, +91-9059683947|+91-9182540872**

## **LabVIEW**

### **Understanding of Lab VIEW**

- 1. Introduction to Lab VIEW
- 2. What, Where, Why Lab VIEW?
- 3. Future & Scope of Lab VIEW.
- 4. Overview of the Data Acquisition Process
- 5. Graphical Programming with Lab VIEW

### **The Design Process**

- 1. Creation of Parts
- 2. Feature Order
- 3. Design Intent
- 4. Feature Manipulation
- 5. Part Design
- 6. Creation of Assemblies
- 7. Creation of Drawings
- 8. Modifying Objects
- 9. Object Reference or Dependency

### **Designing using C**

- 1. C Concepts

- 2. Loops
- 3. Flow Controls

## **The Lab VIEW Environment**

- 1. The Circle Area Program
- 2. Conventions Used in the Text
- 3. Launching Lab VIEW
- 4. Developing the User Interface on the Front Panel
- 5. The Lab VIEW Cursor and Tools Palette
- 6. Develop Code on the Block Diagram
- 7. Documentation
- 8. Comparing Lab VIEW with a C Text-Based
- 9. Program
- 10. Simplified Interactions Between the Graphical
- 11. Program and the Computer
- 12. Introduction to Data Types
- 13. Simple Calculations
- 14. Arithmetic in Lab VIEW
- 15. Data Flow
- 16. Block Diagram Cleanup
- 17. Debugging

## **Basic DAQ Software Design**

- 1. Flow Control
- 2. Continuous Temperature Measurement
- 3. Implementing User Preferences Contents
- 4. Algorithms, Pseudo Code, and Flowcharts
- 5. Case Structure
- 6. The Broken Run Arrow

- 7. Default Values of Controls
- 8. Data Types
- 9. While Loop
- 10. Explicit Execution Timing
- 11. Software Control Timing
- 12. Point-by-Point Continuous Measurement with NI
- 13. Property and Invoke Nodes
- 14. Export Chart Data
- 15. Event Structure

### **Hierarchical Programming and State Machines**

- 1. Program Architectures
- 2. Temperature Measurement State Machine
- 3. Enumerated Types
- 4. State Machine Template and Type Def
- 5. Shift Registers
- 6. Block Diagram Development
- 7. Style
- 8. Modular Programming with Sub Vis
- 9. Icon Editing
- 10. Connector Pane and Terminals

### **Block Diagram Development with a Sub VI**

- 1. The Lab VIEW Project
- 2. Icons or Expandable Nodes.
- 3. Sequence Structure

### **Working with Data**

- 1. Arrays
- 2. The Array Control

- 3. For Loop
- 4. Loop Tunnel Indexing
- 5. Formula Node
- 6. Graphs and Charts
- 7. Special Characters
- 8. Array Functions
- 9. Multidimensional Arrays
- 10. Coercion
- 11. Statistical Analysis
- 12. Histogram
- 13. Matrices

## **Projects**

- 1. Data Acquisition
- 2. Array Designing
- 3. Loop Designing
- 4. Waveform Generation