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<https://goo.gl/eMMkeA>

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LabVIEW

Download: Prodotto: NI Student Edition Software: English

<https://www.ni.com/it-it/support/downloads/software-products/download.labview-student-software-suite.html#333367>

(Windows)

Community Edition (free):

<https://www.ni.com/en-us/support/downloads/software-products/download.labview.html#370001>

(Windows, Mac, Linux (No Ubuntu, ricompilare i pacchetti da .rpm a .deb con alien))

Introduzione a LabVIEW (Materiale Didattico)

<http://www.ni.com/getting-started/labview-basics/i/>



LabVIEW @ I&M

1. **IN/0021 - MISURE ELETTRICHE ED ELETTRONICHE (Castello, Muscas)**
2. **70/LM-0064 - MISURE PER L'ENERGIA ELETTRICA (Sulis, Muscas)**
3. **IN/0026 - MISURE SUI SISTEMI DI POTENZA (Sulis)**
4. **70/LM-0088 - SISTEMI AUTOMATICI DI MISURA (Pegoraro)**
5. **IA/0153/EN - DATA ACQUISITION TECHNOLOGIES (Castello, Pegoraro)**
6. **IN/0232 - LABORATORIO DI LABVIEW (Sulis)**
7. **Corso dottorato - Sistemi di acquisizione dati e strumentazione virtuale (Castello, Sulis)**



SpaceX

We work on everything from large-scale web applications to tiny embedded computing platforms. We build tech stacks on C#/MVC4/EF/MSSQL via REST to Javascript/Knockout/Handlebars/LESS, C++/Embedded Linux, Python, LabVIEW... which all together enables us to build, launch, and monitor stuff that goes to space.

The Ground Software team is about 9 people. We primarily code in LabVIEW. We develop the GUIs used in Mission and Launch control, for engineers and operators to monitor vehicle telemetry and command the rocket, spacecraft, and pad support equipment. We are pushing high bandwidth data around a highly distributed system and implementing complex user interfaces with strict requirements to ensure operators can control and evaluate spacecraft in a timely manner.

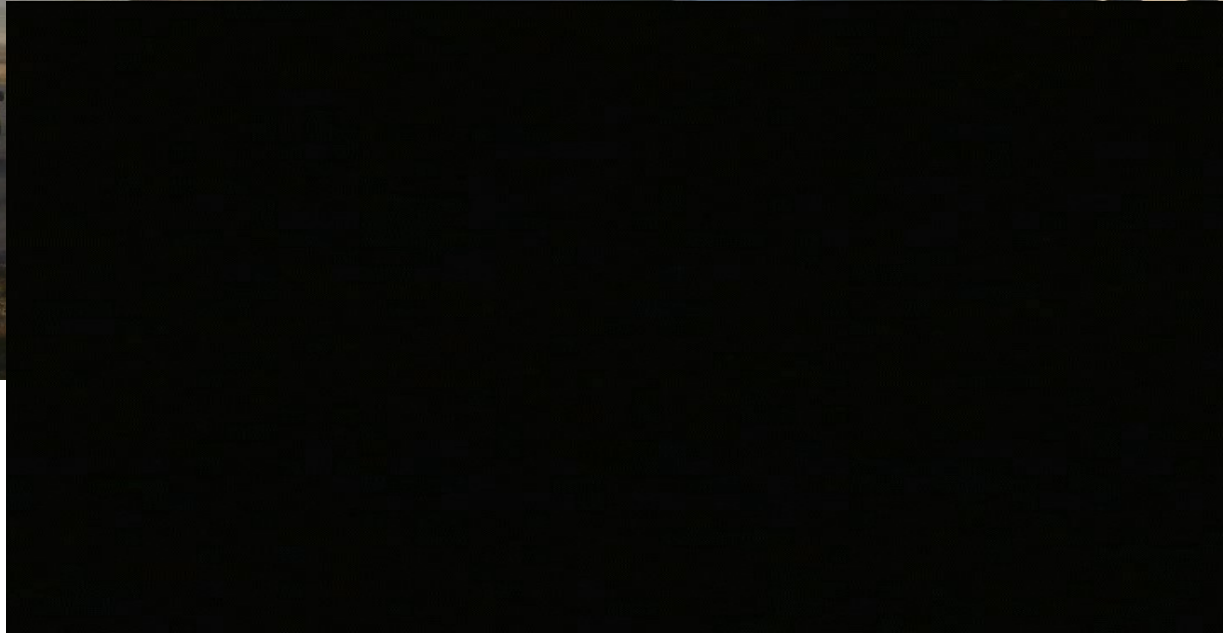
<https://systemscue.it/spacex-il-software-che-ha-permessolo-impresa/13662/>

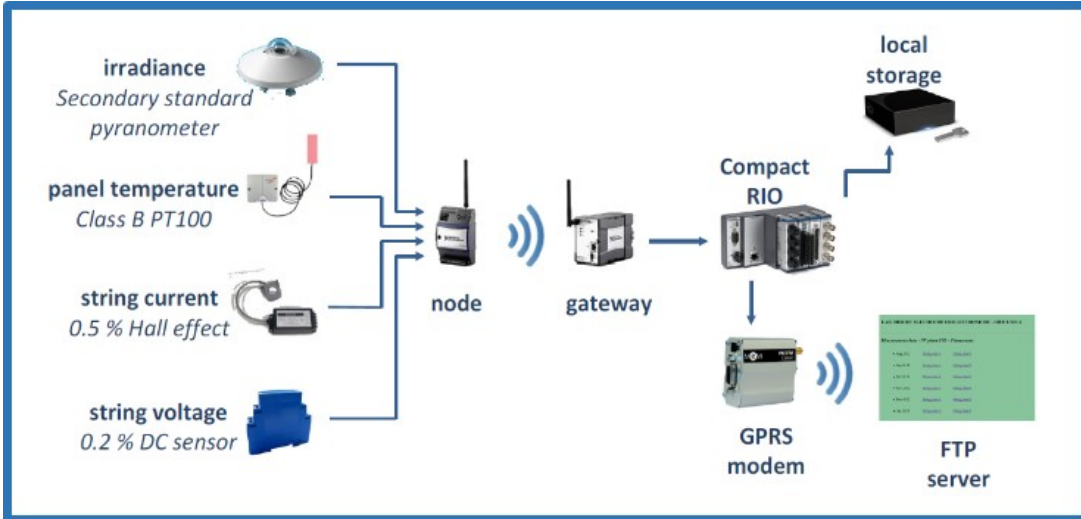
<https://www.businessinsider.in/Engineers-Explain-What-It-Takes-To-Get-A-Job-At-Elon-Musks-SpaceX/articleshow/21369111.cms>

Progetto ERAS – European MaRs Analogue Station for advanced technologies integration – Italian Mars Society



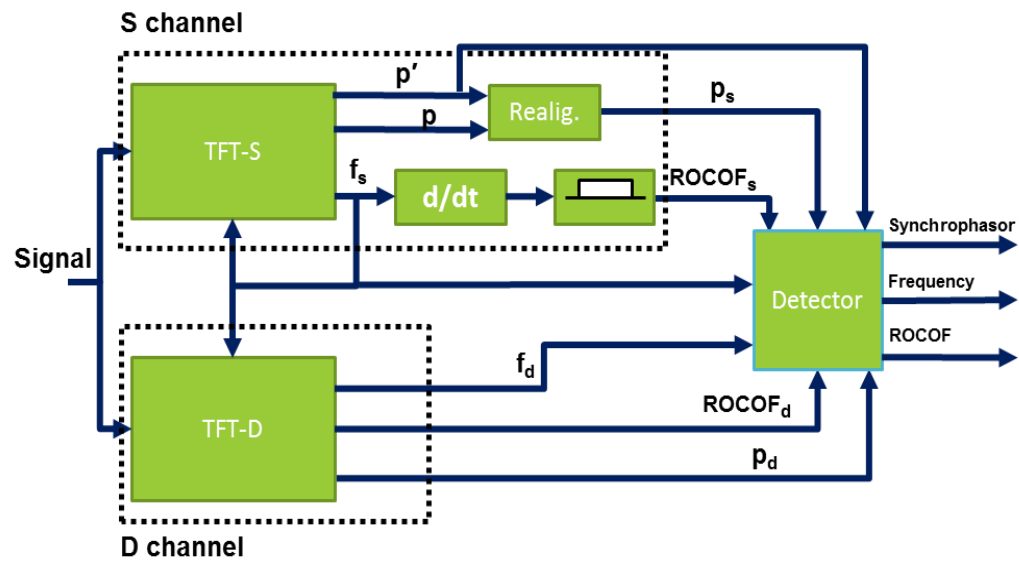
Università degli Studi di Cagliari



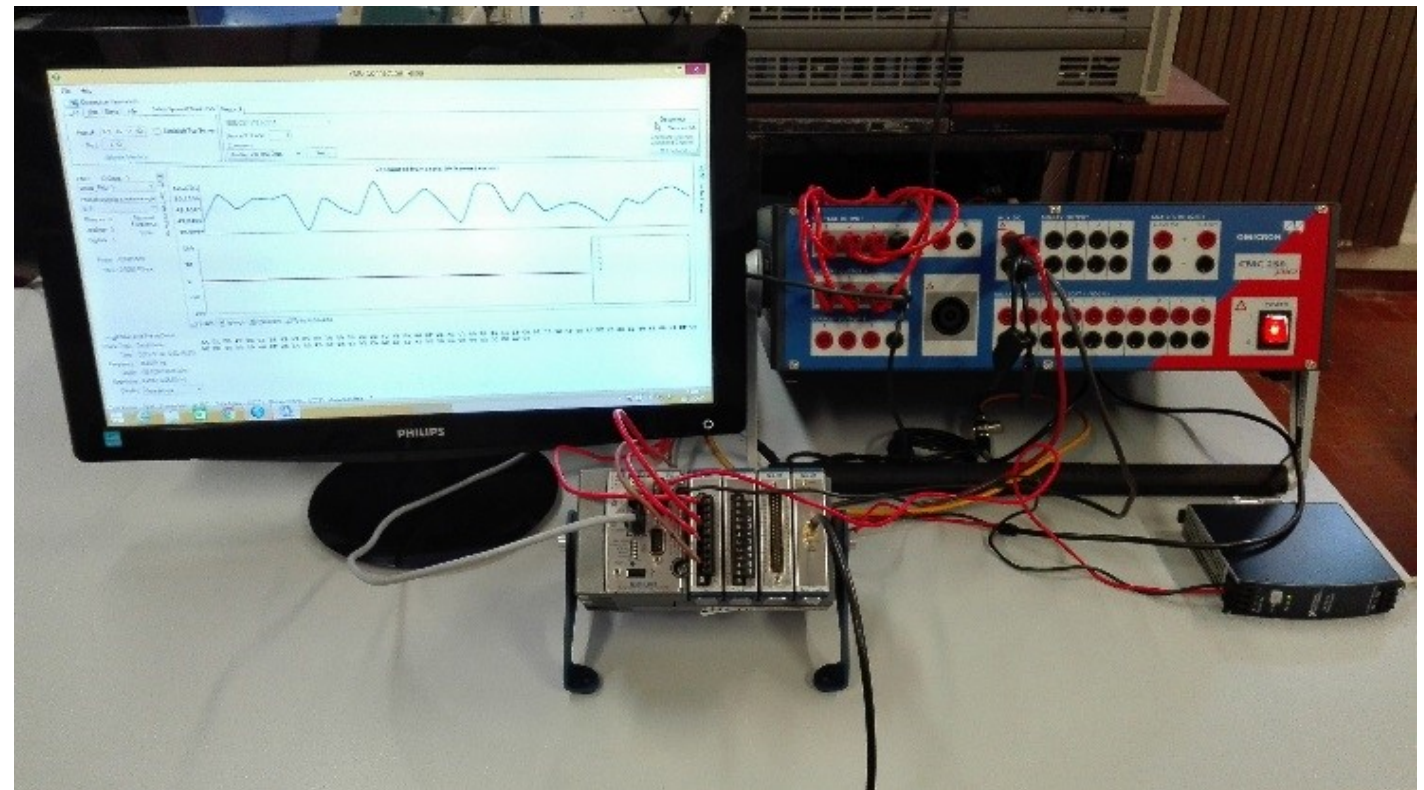


Sistema di monitoraggio di un impianto fotovoltaico





Strumento di misura specifico per le reti di distribuzione PMU (Phasor Measurement Unit)





LabVIEW

- Laboratory Virtual Instrument Engineering Workbench
 - Programmazione grafica
 - VI virtual instrument – elemento base



LabVIEW

- Nasce nel 1983
- Prima versione 1986 (Macintosh)
- Linguaggio G (Graphic Language)
- Programma VI
 - generato in forma grafica, viene salvato in formato binario
- Editor Grafico (Icone, blocchi, connettori, etc.)
- Programmazione molto simile ad uno schema a blocchi



LabVIEW

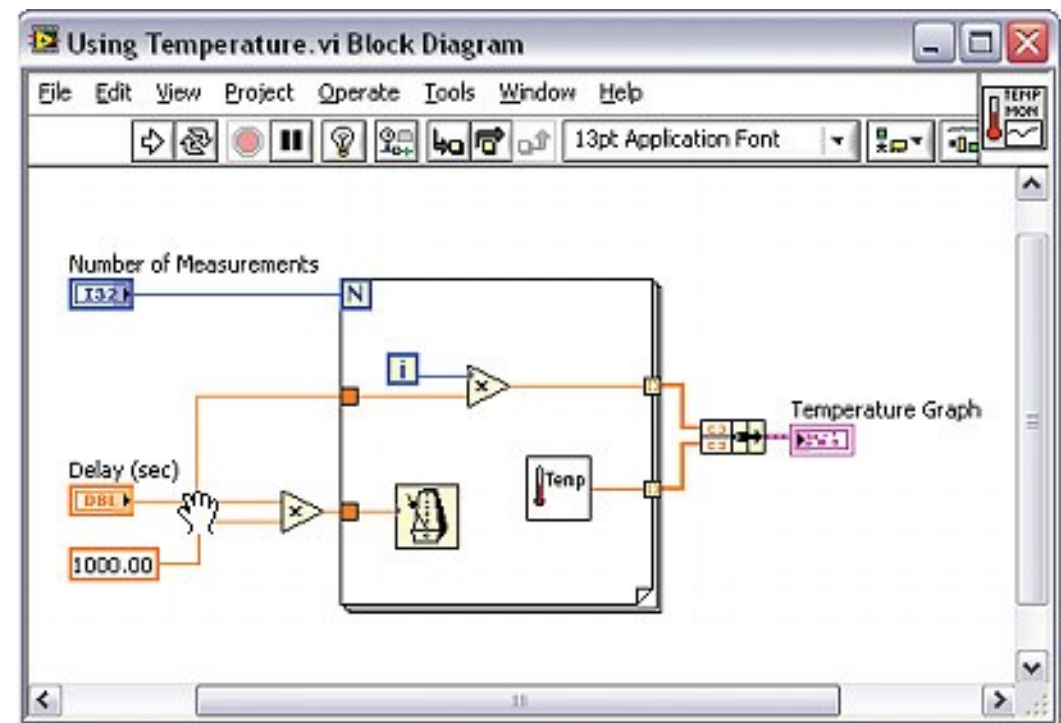
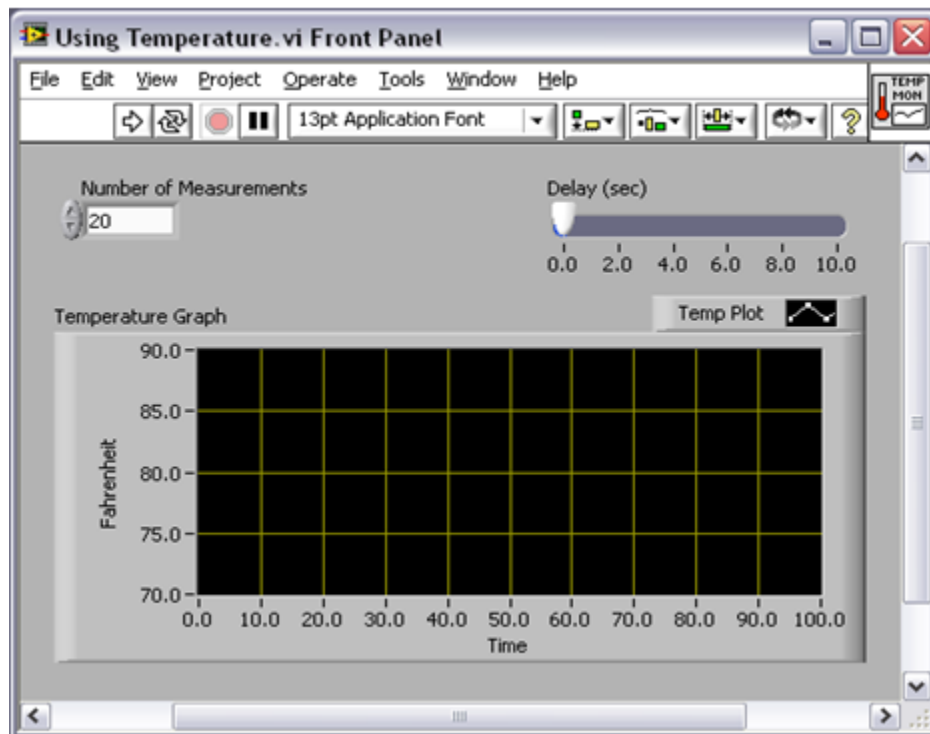
- Supporto nativo per prodotti NI
- Esteso ad altri produttori
- Sistemi embedded (Raspberry Pi, FPGA, etc.)
- Integrazione con altri linguaggi
 - DLL scritte in C
 - Matlab, Python, etc.

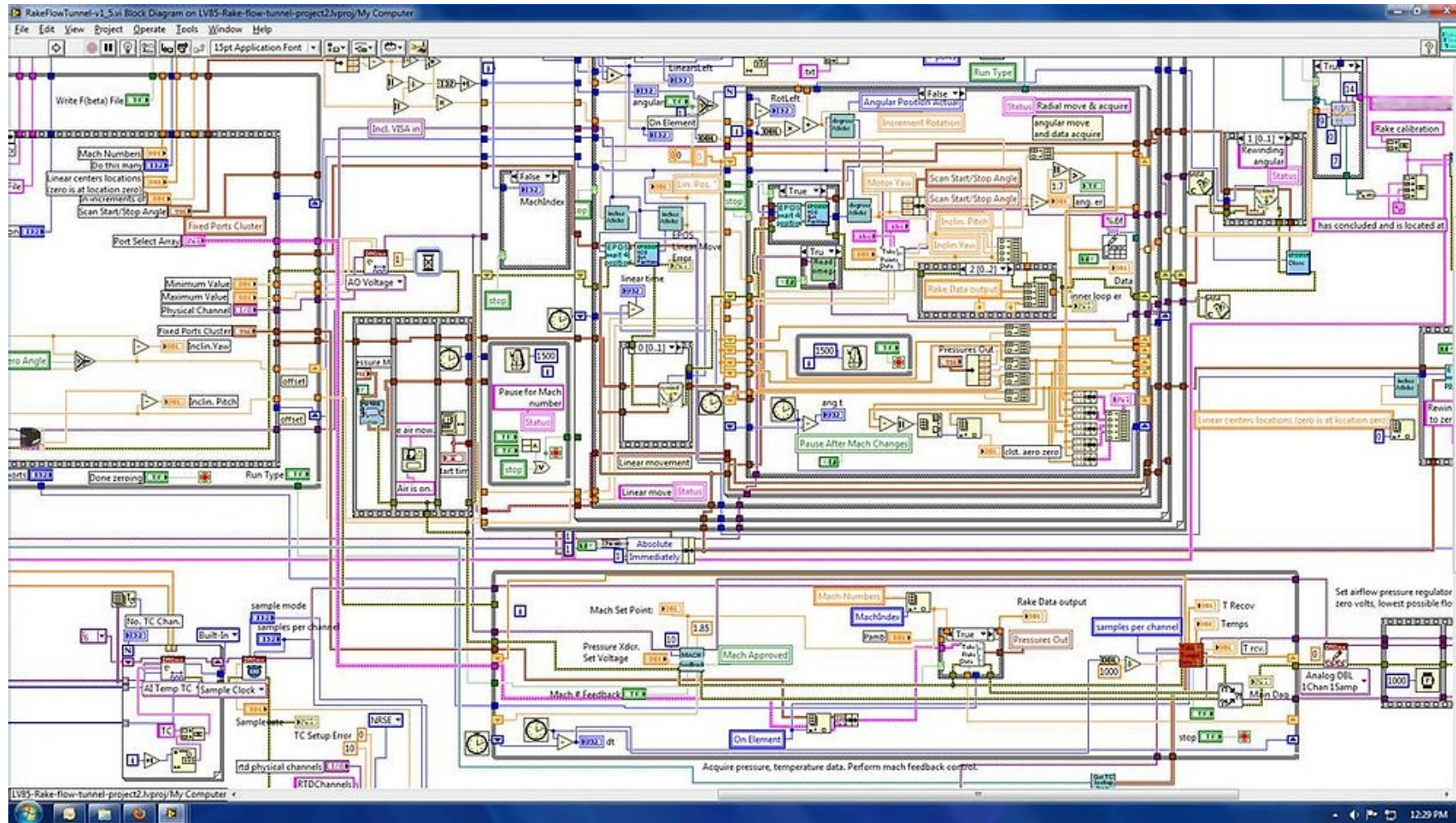


Ambiente di sviluppo

- Progetto
 - Contenitore VI
 - Sub VI
 - Eseguibili
 - Interfacciamento con HW
 - Tutti gli oggetti sono accessibili nello stesso momento

VI (Front panel & Block Diagram)

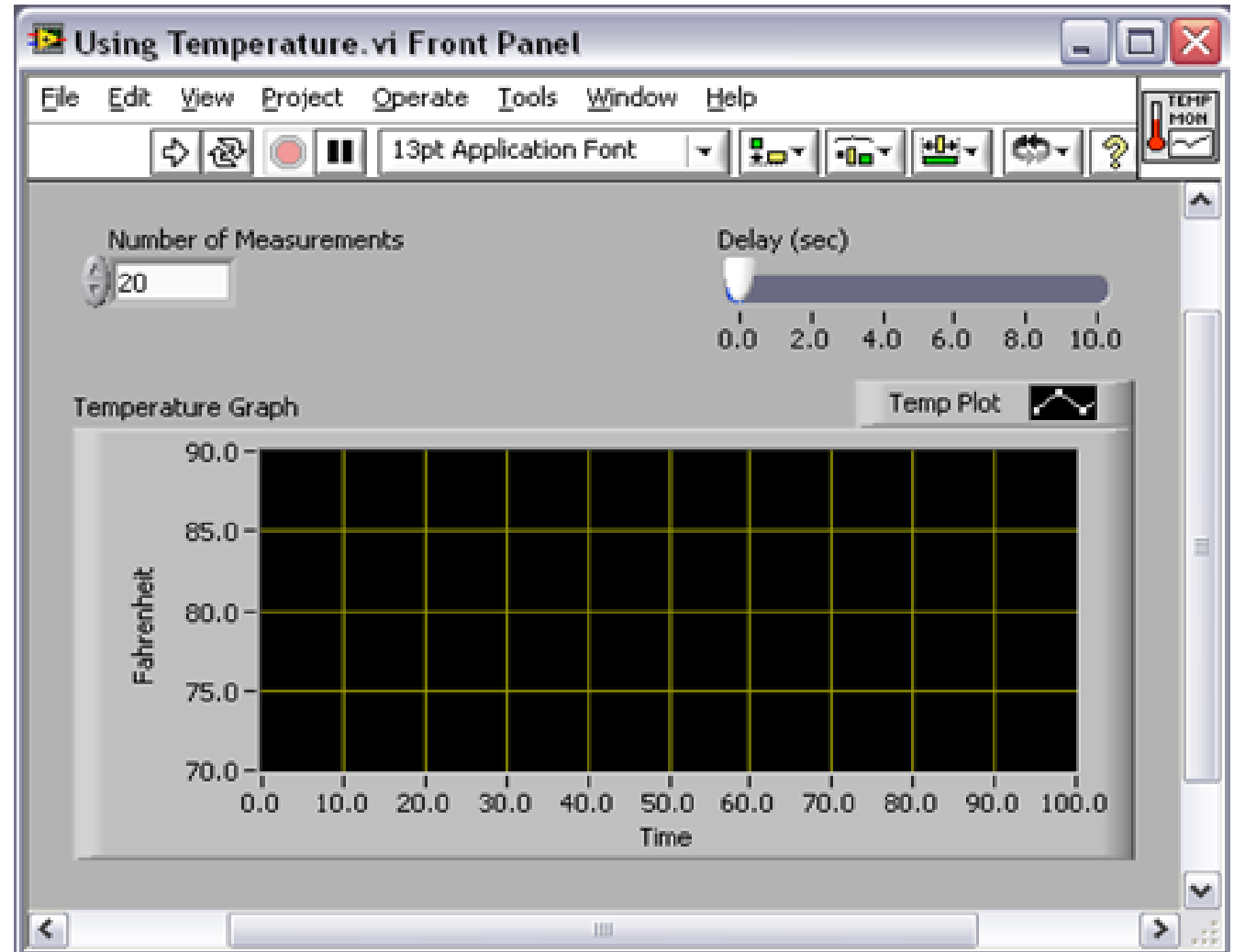






Front Panel

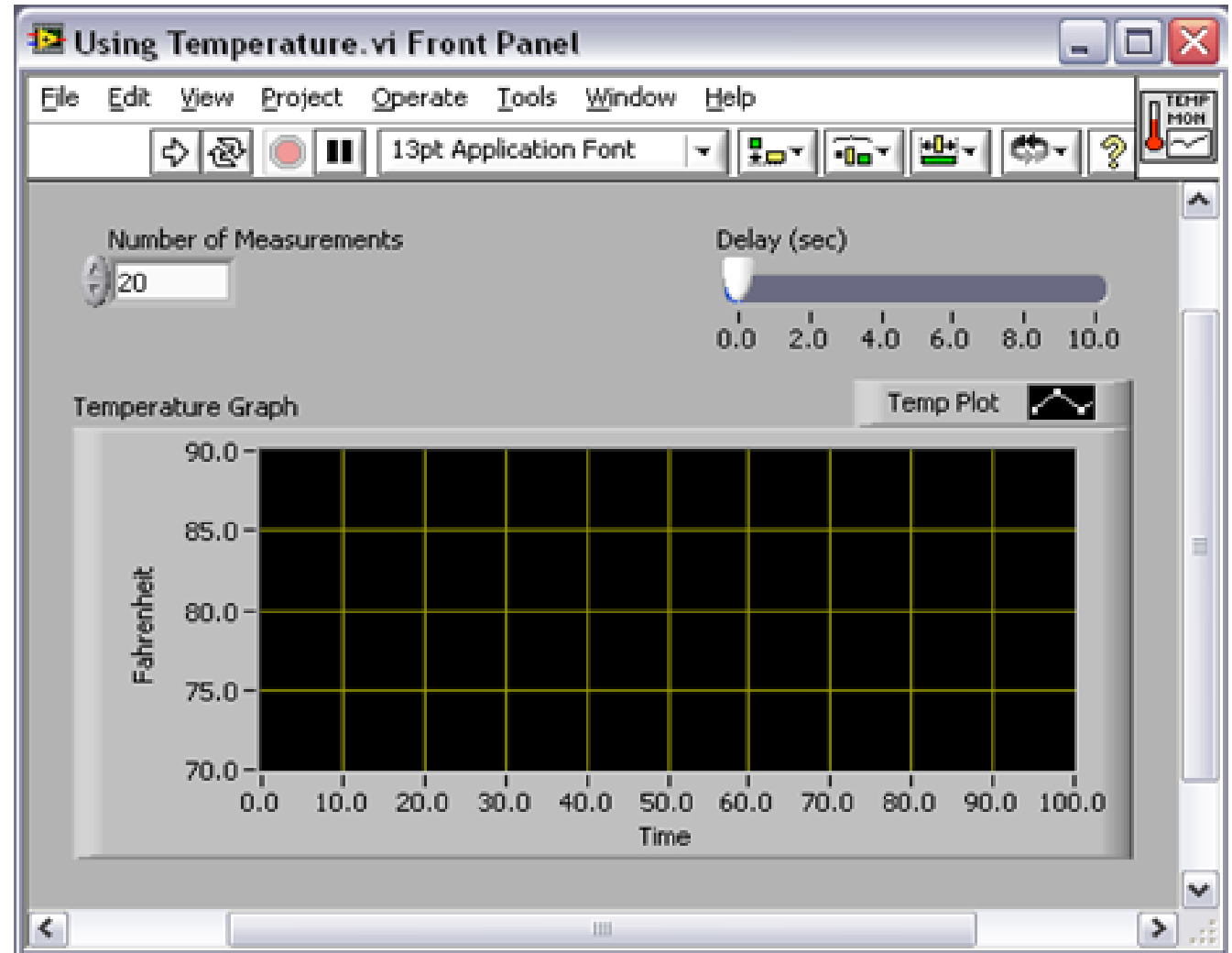
- Interfaccia utente
- Indicatori, controlli (Input e Output)
- Foglio di lavoro
- Toolbar
- Control palette





Front Panel

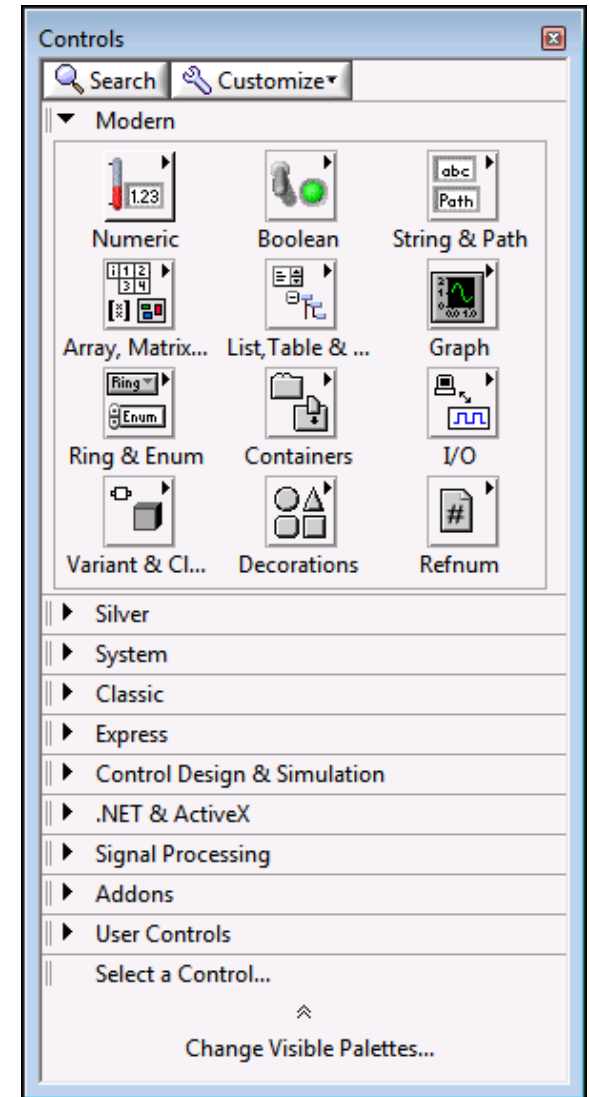
- Interfaccia utente
- Indicatori, controlli (Input e Output)
- Foglio di lavoro
- Toolbar
 - Run
 - Run continuously
 - Abort execution
 - Pause
- Control palette



Front Panel

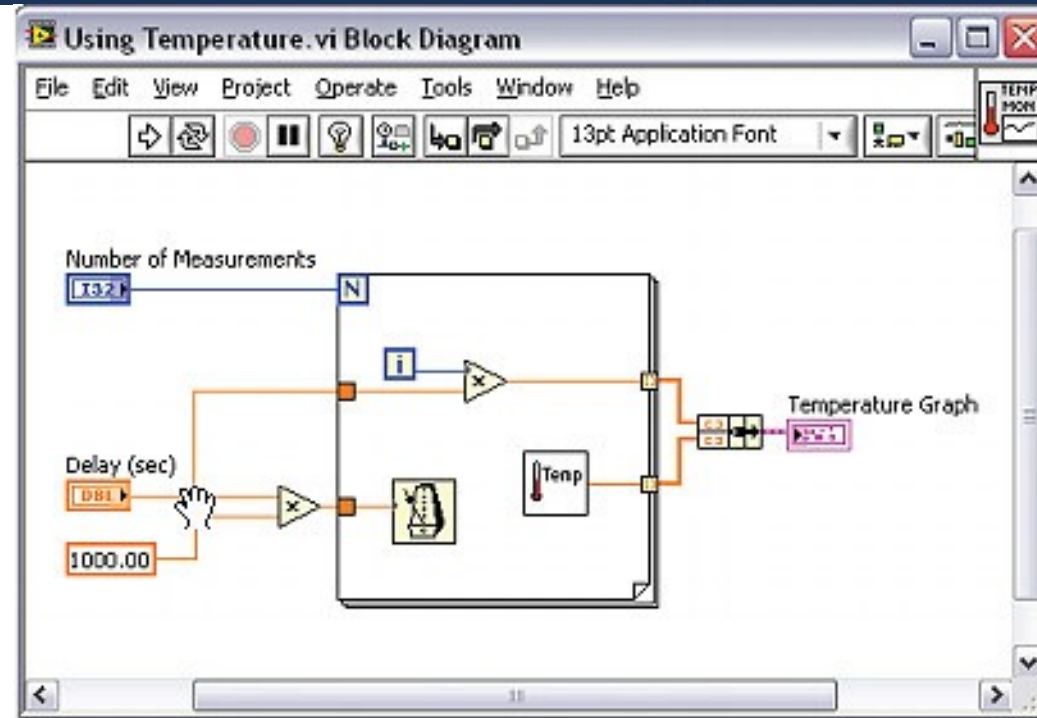
Control palette

- La palette Controls contiene i controlli e gli indicatori utilizzati per creare il pannello frontale. È possibile accedere alla palette Controls dal pannello frontale selezionando View»Controls Palette oppure **cliccando col tasto destro su uno spazio vuoto sulla finestra front panel**. La palette Controls è suddivisa in varie categorie; potete visualizzarne alcune o tutte le categorie sulla base delle vostre esigenze.



Block diagram

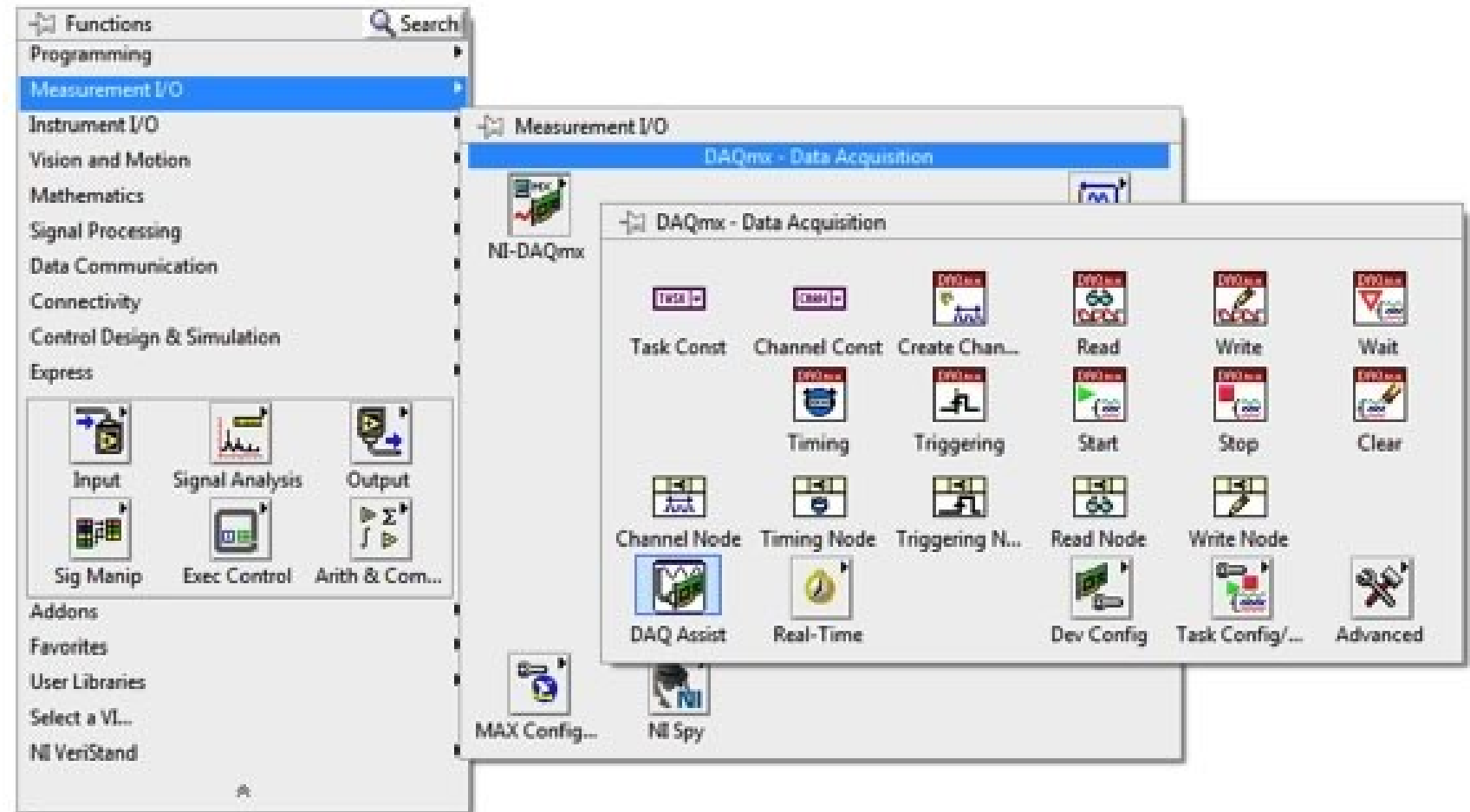
- Interfaccia di programmazione
- Linguaggio G
 - Simile ad un diagramma a blocchi
- Area di lavoro
- Toolbar
- Function palette





Block diagram

- Function palette



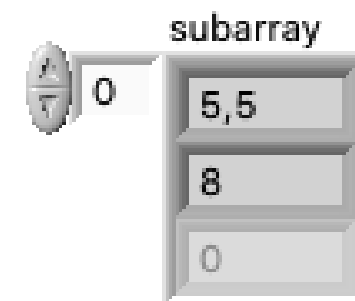
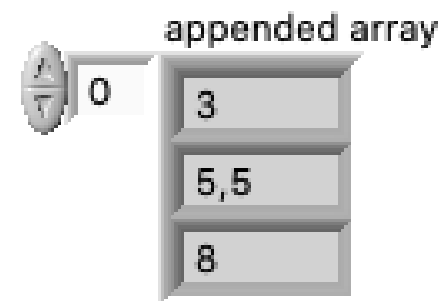
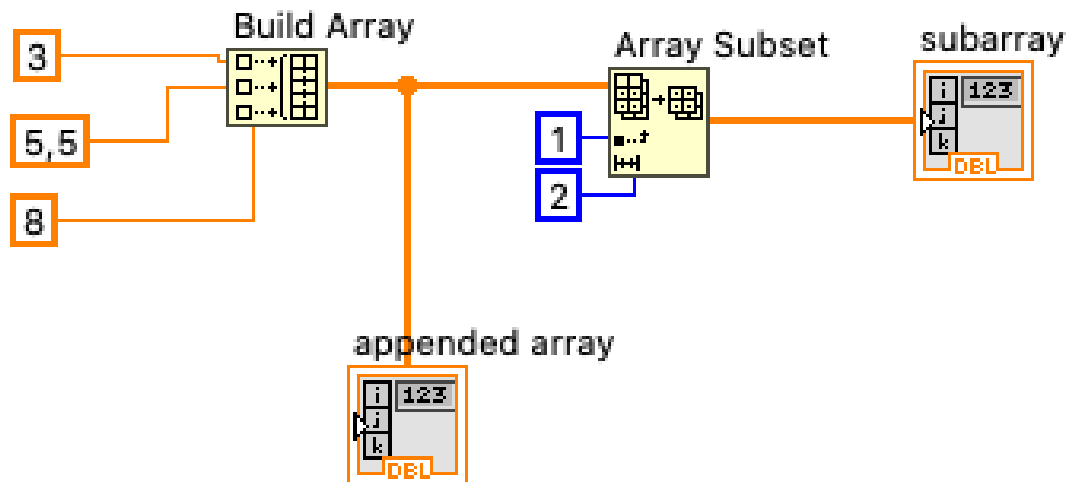


Tipi di dato

- Interi, con segno o senza, da 8 a 32 bit
- Floating point: precisione singola (sgl) doppia (dbl) o estesa (ext)
- Stringhe di testo
- Boolean (0 - 1)

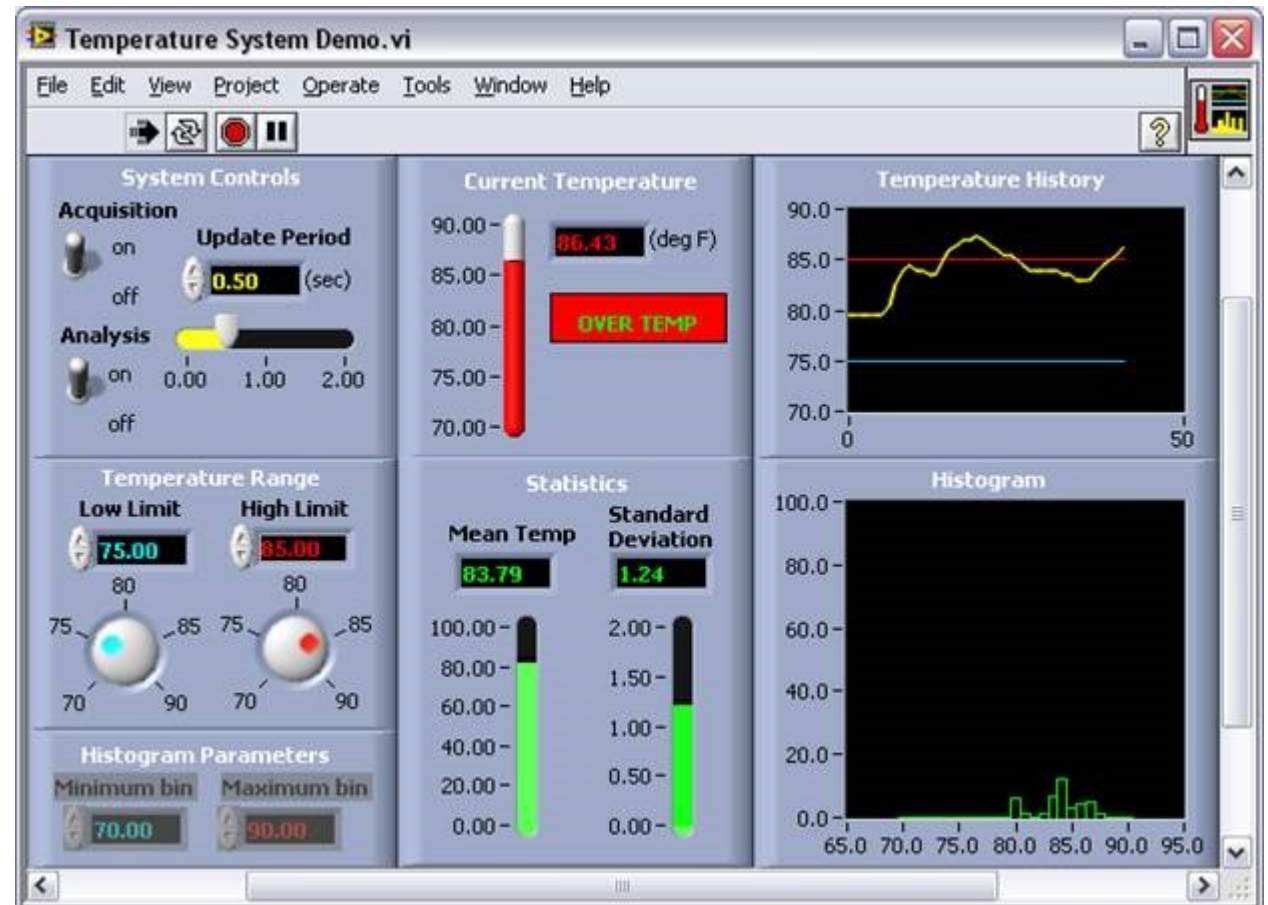
Strutture dati

- Array: insieme di dati omogenei con indice.
Monodimensionale (vettore) o bidimensionale (Matrice)
 - Attenzione allo spessore della linea!
- Cluster: macrocontenitore con dati diversi



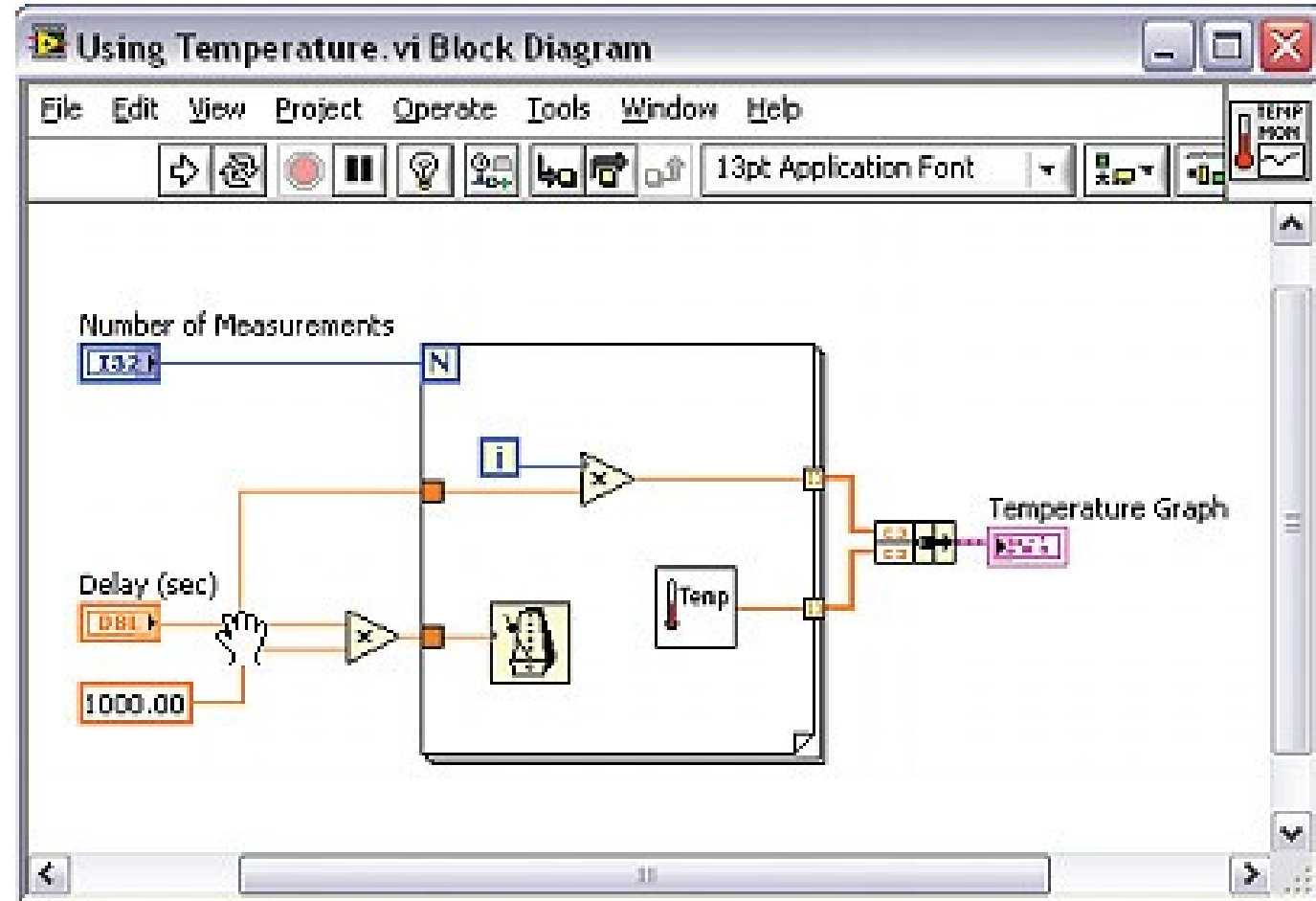
Controlli e indicatori

- Led
- Grafici
- Controllo numerico
- (nomi assegnati automaticamente)



Controlli e indicatori

- Led
- Grafici (freccia verso l'interno)
- Controllo numerico (freccia verso l'esterno)
- (nomi assegnati automaticamente)





Cicli

- For
- While
- Case

Ciclo For

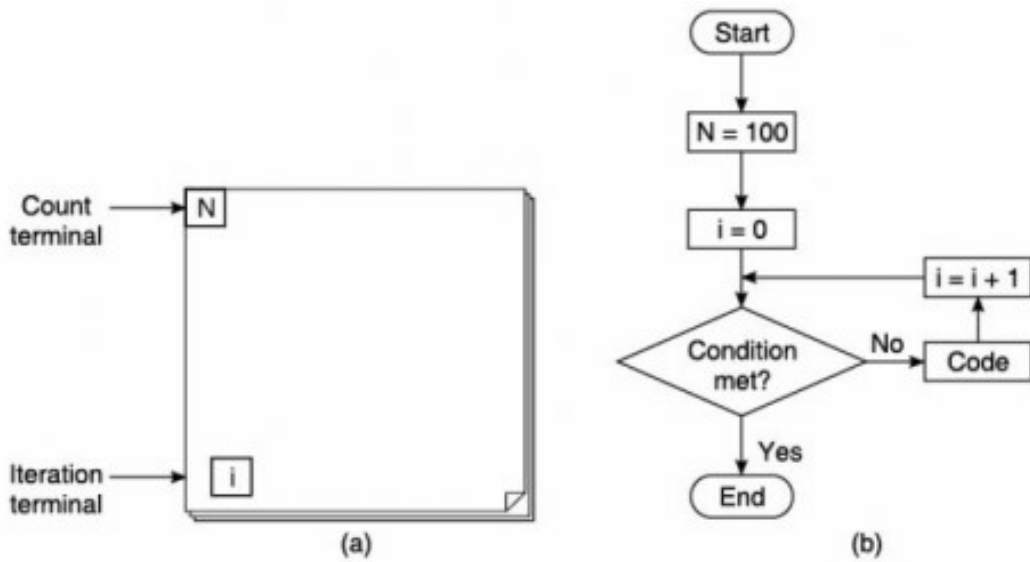
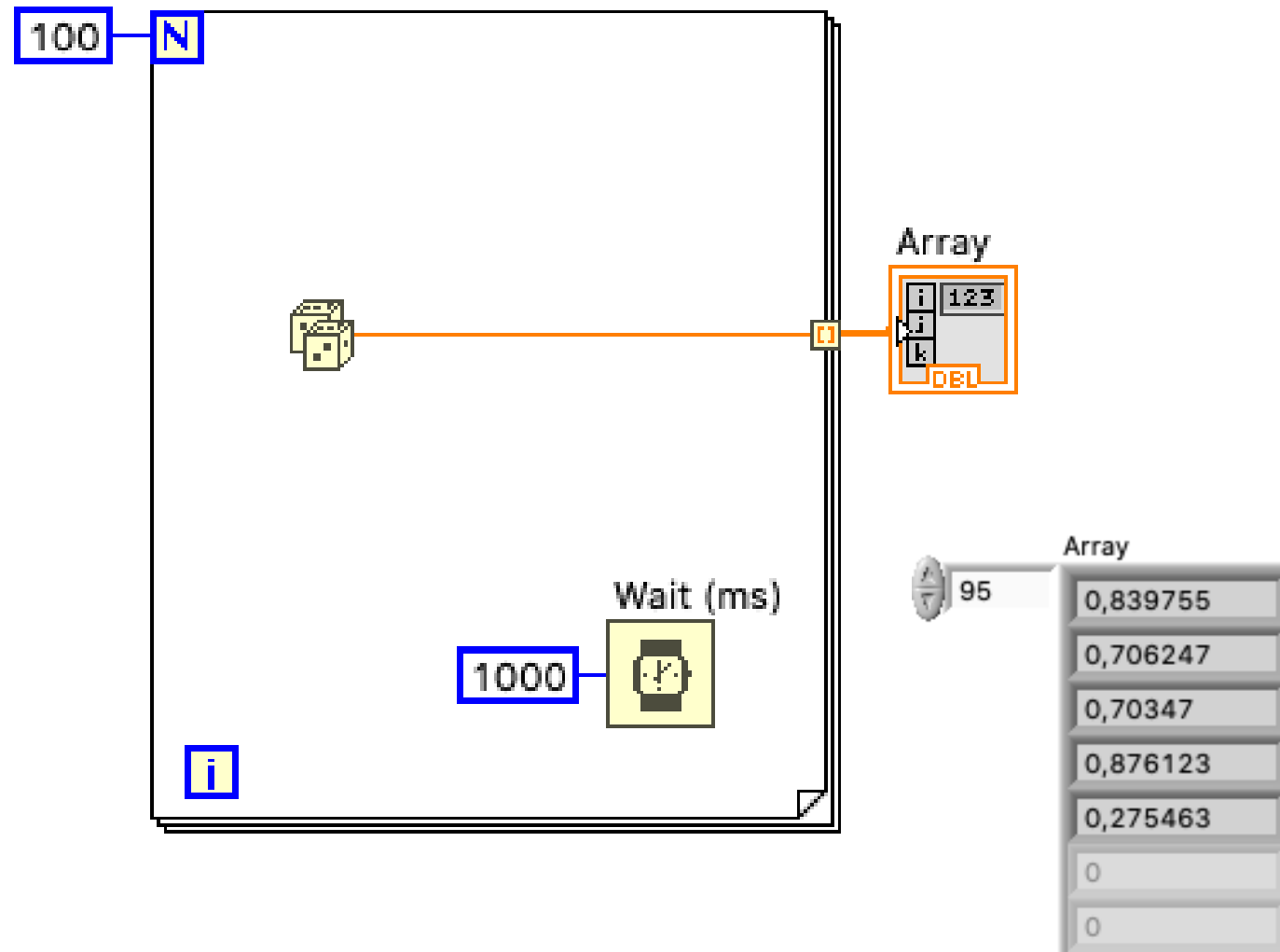


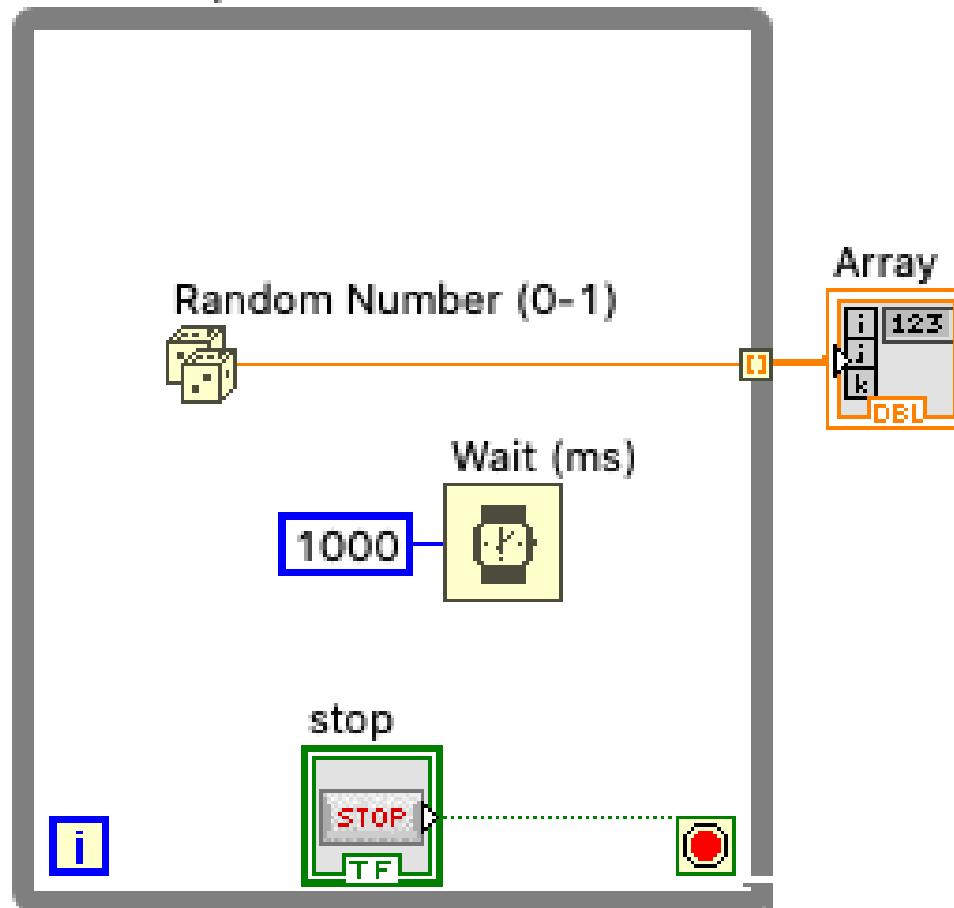
Figure 4.1 (a) For Loop in LabVIEW and (b) Flow chart equivalent to the For Loop.



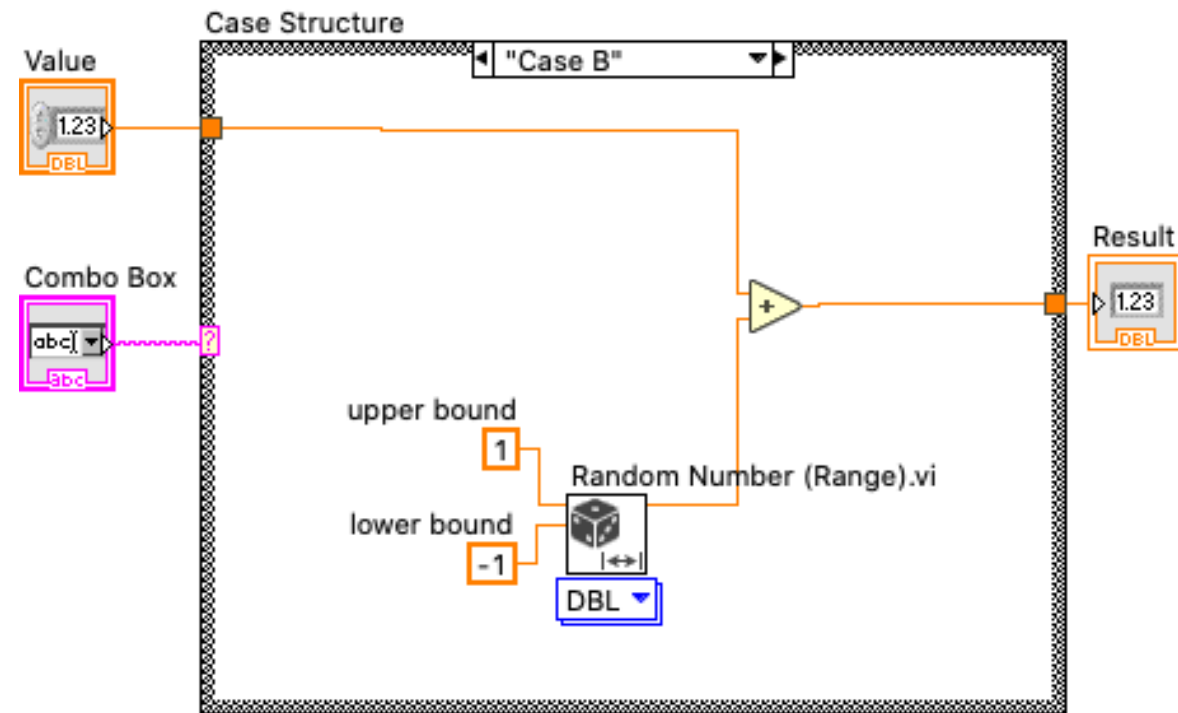
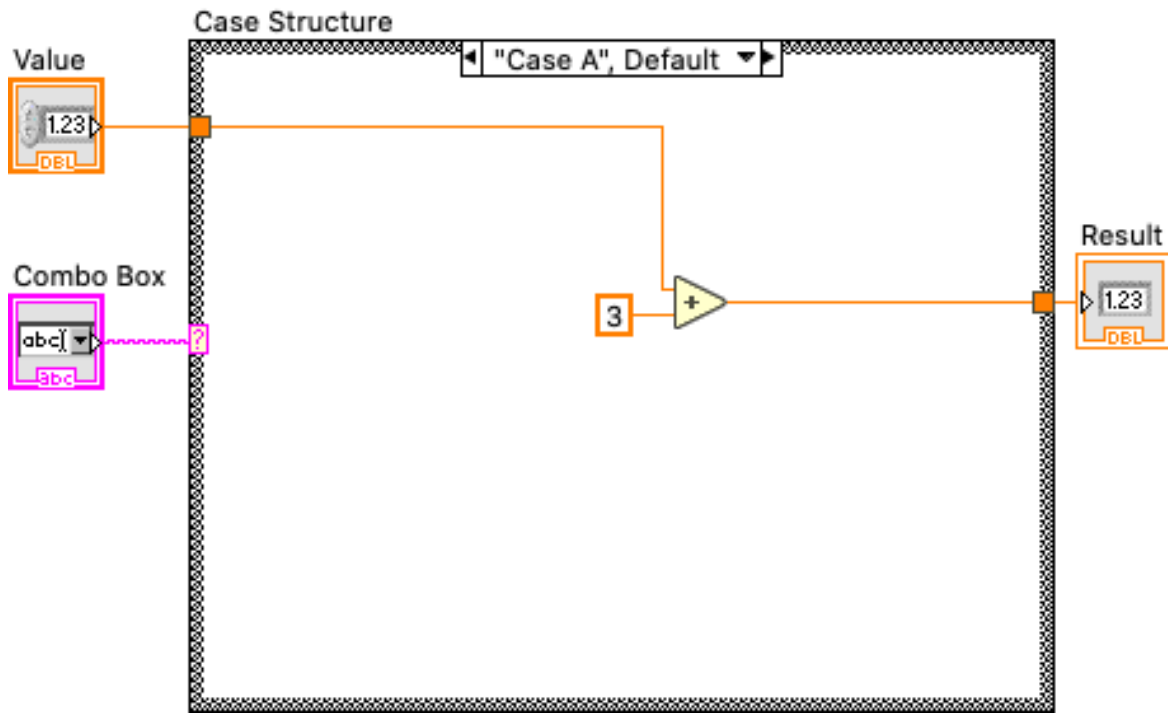


Ciclo While

While Loop



Ciclo Case



Combo Box

