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一种面向对象的PLC程序设计方法

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摘要 为了减小经验因素的影响,对设计阶段进行更好的质量控制,借助于面向对象的分析与设计理论,对传统的基于状态转移的PLC程序设计方法进行了改进,提出了一种面向对象的PLC程序设计方法。使用UML建模工具,分别用类图和状态机视图描述控制系统的静态结构和动态行为,进而把状态机视图转化为梯形图。通过把面向对象技术及UML引入传统的PLC控制领域,既提高了PLC程序设计的可靠性,也扩展了面向对象技术和UML的应用领域。

关键词 可编程控制器 面向对象 统一建模语言 状态机

分类号

Object-oriented design method for PLC program

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Abstract

To minimize the influence of experiential factor and improve the quality control in the design phase, with the aid of object-oriented analyse and design theory, an object-oriented design method for PLC program is presented as an improvement on the traditional state based method. With UML tool, class diagram and state diagram are chosen respectively to describe the static structure and dynamic behavior of the control system, and ladder diagram is acquired from state diagram subsequently. With the combination of object-oriented technology, UML and classic PLC control technology, the software reliability of PLC control system is promoted, and the application area of object-oriented technology and UML is extended.

Key words PLC object-oriented UML state machine

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扩展功能

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