SCADA: SUPERVISORY CONTROL AND DATA ACQUISITION

Week 1: Introduction to SCADA

- What is SCADA? Overview and Importance.
- Understanding SCADA Architecture and Components.
- Real-world Applications of SCADA Systems.

Week 2: SCADA Software Installation

- SCADA Software Installation Procedure.
- System Requirements and Initial Setup.
- Overview of Common SCADA Software Platforms.

Week 3: Introduction to InTouch SCADA Software

- Introduction to InTouch SCADA Software.
- Overview of the InTouch Interface and Features.
- Understanding the Workflow in InTouch SCADA.

Week 4: Creating a New Project in SCADA

- How to Create a New Project in SCADA.
- Project Setup and Configuration.
- Saving and Managing SCADA Projects.

Week 5: Menus and Wizards in SCADA

- Exploring Menus and Wizards in SCADA Software.
- Using Wizards for Quick Project Development.
- Customizing the SCADA Interface.

Week 6: Tag Creation in SCADA Software

- Understanding Tags in SCADA.
- How to Create Tags in SCADA Software.

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• Managing and Organizing Tags.

Week 7: Digital Input/Output Example

- Working with Digital Inputs and Outputs in SCADA.
- Creating and Configuring Digital IO Tags.
- Example Project: Implementing Digital IO.

Week 8: Analog Input/Output Example

- Introduction to Analog Inputs and Outputs in SCADA.
- Creating and Configuring Analog IO Tags.
- Example Project: Implementing Analog IO.

Week 9: Push Button Example in SCADA

- Creating and Configuring Push Buttons in SCADA.
- Implementing Push Button Controls.
- Example Project: Basic Control System using Push Buttons.

Week 10: Symbol Factory and Page Navigation

- Introduction to Symbol Factory in SCADA Software.
- Using Symbol Factory to Enhance SCADA Graphics.
- Implementing Page Navigation in SCADA Graphics.

Week 11: Object Movements and Animations

- Location Movement in SCADA Graphics.
- Vertical and Diagonal Movement of Objects.
- Visibility Concept and Blink Animation.

Week 12: Advanced Animation and User Inputs

- Orientation Animation in SCADA.
- Disable Function in SCADA.

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• Implementing User Inputs: Discrete, Analog, and String.

Week 13: Touch Pushbuttons and Alarms

- Working with Touch Pushbuttons: Discrete Values, Actions.
- Implementing Alarms in SCADA.
- Configuring Alarm Notifications and Responses.

Week 14: Scripting in SCADA

- What is Application Script in SCADA?
- How to Write and Implement Window Scripts in SCADA.
- Introduction to Dynamic Data Exchange (DDE) in SCADA.

Week 15: SCADA Crane Simulation and GUI Development

- Developing a SCADA Crane Simulation.
- Designing a User-Friendly GUI for the Simulation.
- Final Project: Implementing and Testing the SCADA System.



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