```
Arm
 + baseTransform
 + links
 + nLinks
 + nJoints
 + nFrames
 + ~Arm()
 + updatePose()
 + getPose()
 + getPose()
    KinovaArm
+ jointArray
+ jointVels
+ KinovaArm()
+ KinovaArm()
+ ~KinovaArm()
+ updatePose()
+ ikVelocitySolver()
+ getPose()
+ getPose()
```