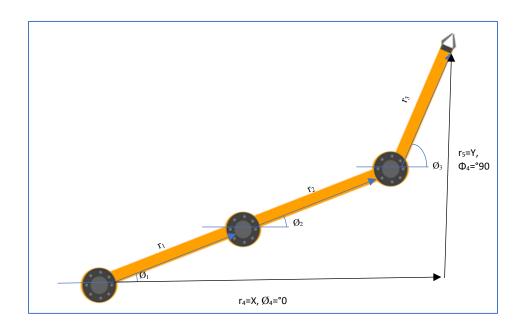
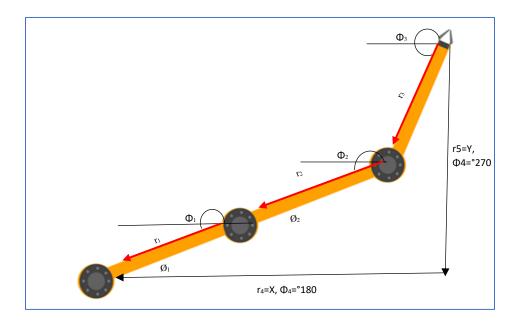
Forward Kinematics:



Inverse Kinematics:



Inverse:

$$C = V_1 = V_3 + V_2 + V_1$$

 $C = \sqrt{1}$
 C