ACTIVITY DIAGRAM

UML DIAGRAM

Inverse_kinematics

- length[]: double +angle[]: double

-x_initial: double

-y_initial: double -z_initial: double

+x_final: double +y_final: double

+z_final: double

+ input_end_point(double x, double y, double z):

+ ik_solve(double phi): void

+ set_initial(): void

