

Design Project 1 – Robotic End Effector System

ENGINEER 1P13 – Integrated Cornerstone Design Projects in Engineering

Tutorial: T06

Tues-52

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Submitted: December 3, 2025

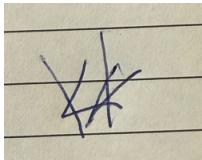
Course Instructors: Dr. McDonald, Dr. Doyle, Dr. Ebrahimi, Dr. Fleisig, Dr. Hassan, Dr. Zurob

Table of Contents

Academic Integrity Statement	3
Executive Summary.....	4
Main Body	4
Strategies Used in Designing the Mechanism and Software	4
Iteration Process.....	4
The Result of our Combined Solution.....	5
Refinements for Future Iterations	5
Reflection of Group Work	6
Reference List.....	7
Appendices.....	8
Appendix A: Project Schedule.....	8
Appendix B: Scheduled Weekly Meetings	10
Appendix C: Comprehensive List of Sources.....	11
Appendix D: Additional Documentation	12
Appendix E: Design Studio Worksheets.....	23

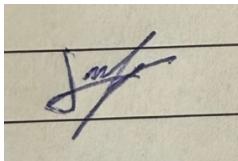
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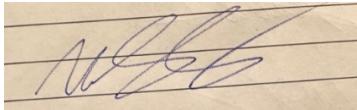
(Kian – 400617616 - Signature)

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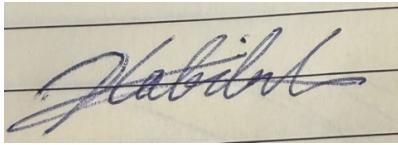
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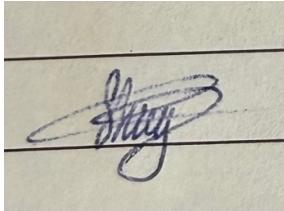
(Shayan – 4000617630 - Signature)

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(Shuja – 400617628 - Signature)

Executive Summary

The objective of this 1P13 Project was to facilitate the warehouse packaging process, where objects must be retrieved and packaged systematically. Warehouses often use robotic systems to transfer goods, but many fail to adapt to the variety of objects. This places a burden on warehouse facilitators, who must manually complete these tasks. This impedes the packaging process and can lead to a variety of injuries and physical strain. Additionally, the systems used in many warehouses pose an environmental impact. Typical mechanisms require a lot of material and energy to operate.

Our task was to create a robotic end-effector, to address issues posed by current warehouses. Objects were fabricated to simulate a warehouse environment, each with a varied shape. We used a programmable, robotic “Q-Arm” which had several joints and a servo motor. The setup included a packaging area where objects were transferred. Our team had to consider several factors to make the project a success. The mechanism had to accommodate a variety of shapes and sizes, grip securely onto each object, sort them effectively and execute a program specifically tailored for retrieving each.

Main Body

Strategies Used in Designing the Mechanism and Software

Our design was created through lots of prototyping, testing and refining. Each iteration was used for testing and improvement. This revealed both problems and solutions, leading us to new discoveries, such as the arm angle. The coding of the Q-Arm followed a similar process. We controlled the individual joints of the Q-Arm using specific commands and adjusted the angles through trial and error, checking where the gripper lands and refining the values until it reached each object consistently.

Iteration Process

Mechanism Iteration

Our mechanism went through different iterations throughout the design process. Our first design implemented a rack-and-pinion, this was because, “Rigid grippers, which rely on rigid mechanical components for the movement of their fingers (e.g., rack-and-pinion mechanisms). These are usually associated with higher gripping forces” [1]. The gears and rack were situated on a “base,” which had a fixed arm sticking out horizontally. The rack had a matching arm, and the two met when the gears spun. This converted rotational motion of the gears into linear motion of the rack. The design also minimized friction, as the rack and gears sat atop the smooth base. However, when tested, we noticed that due to the Q-Arm position relative to the objects, the platform could not move towards them at a flat level.

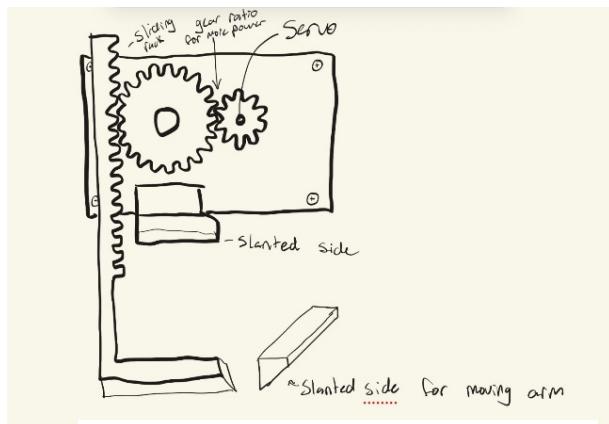


Figure 1. Finalized Mechanism Concept Sketch

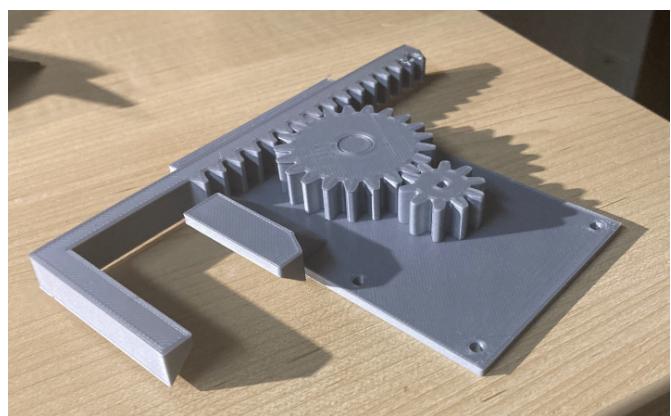


Figure 2. Initial Fabricated Design

This prompted another iteration, positioning the arms at a downward angle. Using a protractor, we measured the appropriate angle as the Q-arm approached the object, where the arms remained perpendicular to the floor, grasping objects in a straight motion. Additionally, we created a safety piece to prevent the actuator from spinning too far. When testing, we noticed that the 3D-printed mechanism was too smooth. According to our research, “materials, such as PLA, may be unsuitable due to their low coefficient of friction”

[3] so without modifications it would be too slippery to pick objects up. We realized that we needed a sponge material that would form around the structure of the objects. This refinement led to higher consistency and ensuring less damage to objects.

Code Iteration

Overall, our individual code did not require much iteration or refinements except for adding colours and boldness to text output. For the Q-Arm code, we had to overcome several obstacles, including the servo motor spinning weakly. During the demonstration prep time, the Q-Arm assigned to us was different from the one we used during Design Studio, and we had to make some adjustments to our code as a result.

The Result of our Combined Solution

The end-effector and computing system combined to run the full warehouse process from logging in to packaging products. Users create an account or log in using `sign_up()` and `authenticate()`, then place orders with the barcode scanner. For each order, `lookup_products()` compares scanned items to the product list, ignores invalid entries, and sends the valid list to `pack_products()` to trigger the Q-Arm. `complete_order()` calculates the final total, prints a receipt, and saves the order, and `customer_summary()` produces a summary of total spending and items ordered when the user is finished.

During testing, our mechanism consistently picked up the sponge, bottle, rook, and D12 using angled arms and sponge pads (Figures 3–4). However, the witch hat and bowl were less consistent because of their tapered shapes.

Refinements for Future Iterations

With more time, we would focus on refinements that directly address what occurred in testing. The witch hat and bowl were the least reliable objects, so we would reshape the ends of the arms to be slightly curved and adjust the height so that it clamps on the thicker part of the hat. For the bowl we would try to more consistently land on the bowl’s ridge. We would also test alternate materials with more grip instead of just sponges.

From a computing standpoint, our main refinement would be changing how we control the arm. During testing, we only ever moved the individual joints of the Q-Arm. In future iterations we could rely on coordinate-based commands like `set_arm_position()` so that it could be implemented on different Q-Arms and be more consistent if objects moved.

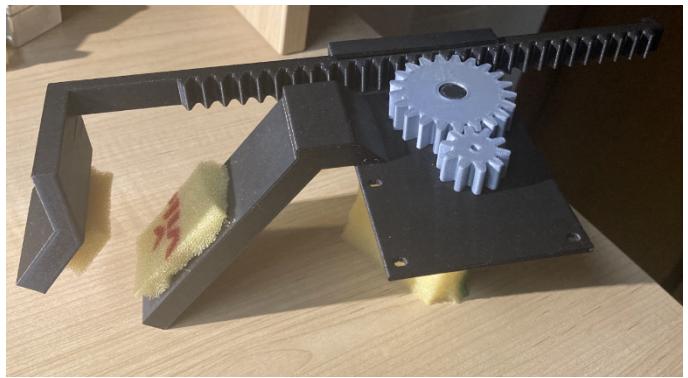


Figure 3. Mechanism with Angled Arms

Reflection of Group Work

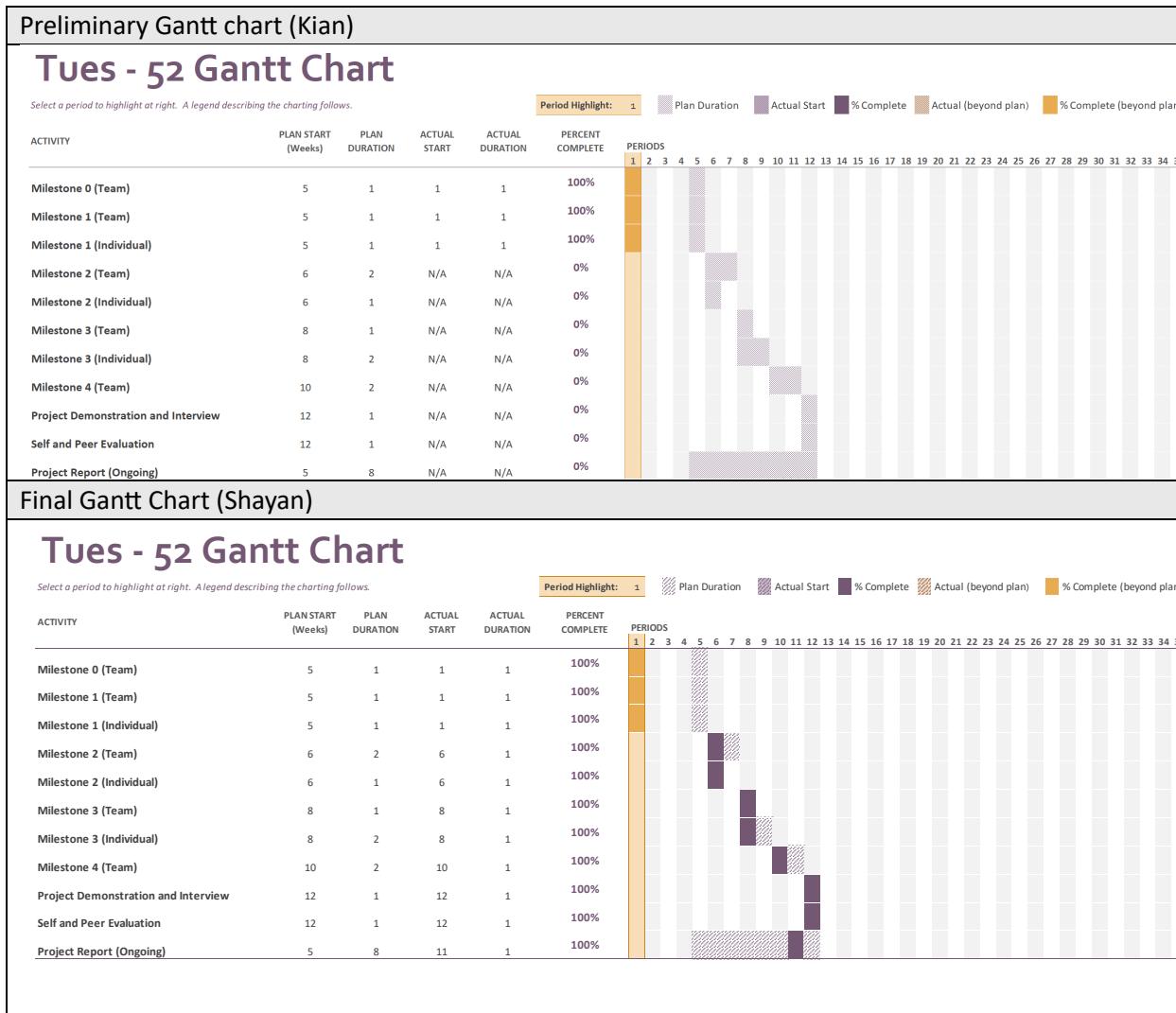
Initially, we focused on group discussions emphasizing collaborating for every step but, eventually, we assigned specific lead roles for all group members based on individual strengths. One member oversaw integrating the functions and writing the main function, another designed the CAD and focused on the 3D-printing, someone else oversaw the Q-Arm code, and the other members took notes of the variations, detailed Team Milestones, and focused on putting together the report throughout the process. We consistently met to discuss progress during Design Studio, as well as additional meetings to ensure everyone had a strong understanding of all aspects of the project.

Reference List

- [1] S. Cortinovis, G. Vitrani, M. Maggiali, and R. A Romeo, “Control methodologies for Robotic Grippers: A Review,” *Actuators*, vol. 12, no. 8, p. 332, Aug. 2023.
doi:10.3390/act12080332
- [2] M. Kundu, S. Pal, S. Bhuin, B. Hansda, and S. Das, “On the use of flexible materials for robot gripping application,” *Journal of the Association of Engineers, India*, vol. 84, no. 3-4, p. 79, Dec. 2014. doi:10.22485/jaei/2014/v84/i3-4/119871
- [3] J. Suder, T. Kot, A. Panec, and M. Vocetka, “Analysis of increasing the friction force of the robot jaws by adding 3D printed flexible inserts,” *MM Science Journal*, vol. 2021, no. 6, pp. 522-5326, Dec. 2021. doi:10.17973/mmsj.2021_12_202112

Appendices

Appendix A: Project Schedule



Logbook of Additional Meetings and Discussions (Jen)

Wednesday, October 22 at 6-7pm @ Thode

- Since moving forward with Jen's design, we concluded that there might be a lot of friction issues with her design. We also thought that the design was too complicated compared to other designs.
 - As a team we changed to Kian's design which was much simpler and avoided those friction issues we found with Jen's design.
 - As a team we discussed changes that could be made to make the system more effective.
 - Adding slants on the grippers to help pick up the harder objects such as the witch hat and bowl.
 - Redesign the CAD so we can begin printing next design studio.

Wednesday, November 12 at 6-7pm @ Thode

- Each member worked on individual code.
- Together we integrated our code into one while testing it out for any errors.
- Discussed how our current design has issues regarding the Q-arm constraints (How the arm can't be horizontally aligned with the objects) which for our current design makes it impossible to reach all objects.
- Suggested changing the arms of the grippers to be completely on an angle (Which we found using a protractor last design studio)
- Also removed the slanted arms after realizing it wasn't as effective.
- Redesigning the CAD so we can reprint at Hatch to be prepared for next design studio to test.

Wednesday, November 26 at 6-7pm @ Thode

- Discussing possible questions that could be asked for the interview next week
- Everyone presented and explained their code in detail and answered all questions

Why did we choose our design:

- Changed initial design because of too many moving parts and concerns about effective force
- Slanted arms were not effective to pick up objects (so we made them straight)
- Q arm constraints with how it comes in at an angle (we measured the desired angle and adjusted our pieces to match the angle and extended the arms)
- Small to big gear ratio for higher torque
- Arms were not grippy enough, so we added sponge on it to adapt the texture
- Arms initially were not long enough to open all the way for the sponge, so it had to be extended
- File off gears to avoid friction on servo
- We didn't want a mechanism that opened horizontally out of fear of it knocking over other objects
- With only one moving arm, more of the power is going into that arm which is needed for the smaller more precise pieces
- Had to add upper wall to the sliding arm so that it didn't fall over when it extended too far (center of mass was going to fall over the edge of the platform)

What we would do differently:

- Test out q arm to figure out how it moves before starting preliminary designs (knowing about the angle constraint before preliminary designs)
- Can remove the base piece and instead fasten everything to the platform

Splitting up document

- Sub sections
- Bullet points 1,2,4 are going to be split up into code and cad components for writing
- Bullet point 1: Shuja and Jen, 2: Kian, 3 – 4: Shayan, 5: Habibah

Monday December 1st – 4:30-5:30 @ PG

Review of CAD model

- Review how every individual piece was made
- Review different iterations of out CAD model

- Review all constraints used in the CAD model

What we would change if we had more time

- Grippier material
- Test out different iterations (one gear to rack – less friction but no small gear to big gear ratio)
- Make the base lighter (holes or just smaller platform)

Appendix B: Scheduled Weekly Meetings

Weekly Design Studio Agenda & Meeting Minutes	
Week 5 – Oct. 14	
Agenda: (Kian) <ul style="list-style-type: none"> • Complete Milestone 0 (TEAM) by the end of the day. • Each member complete Milestone 1 (INDIVIDUAL) by the end of the day. • Have TA Check-in and discuss based on feedback. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • Adding initial problem based on prompt (sustainable, improving warehouse conditions) • focus on sustainability (adapt objectives and constraints to this focus) • Adapt constraints to keep warehouse worker in mind
Week 6 – Oct. 21	
Agenda: (Kian) <ul style="list-style-type: none"> • Review all members sketches and CADs. Discuss and choose the most effective design that we want to move forward with. • Have TA Check-in. • Each member complete Milestone 2 (INDIVIDUAL) by the end of the day. • Work on Milestone 2 (TEAM) to be completed before the next design studio. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • Moving forward with Jen's design. • Will change many parts in the design to increase effectiveness such as the base piece to , rack, and sliding piece. • Implement feedback given by the TA such as adding a gap to reduce friction.
Week 7 – Oct. 28	
Agenda: (Kian) <ul style="list-style-type: none"> • Begin printing our design. • Have TA Check-in. • Discuss as a group if changes need to be made regarding Q-arm constraints. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • Transition to Kian's design • Test out the claw. • Get started on Q-Arm code. • Think of possible improvements to the design.
Week 8 – Nov. 4	
Agenda: (Kian) <ul style="list-style-type: none"> • Each member work on Milestone 3 (INDIVIDUAL) to be completed before the next design studio. • Work on Milestone 3 (TEAM) to be completed before the next design studio. • Have TA Check-in. • Test claw and starting Q-arm code. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • Need to implement feedback given by TA regarding both pack_products() and main() functions. • Make changes on design to accommodate for the Q-arm constraints.

Week 9 – Nov. 11	
Agenda: (Kian) <ul style="list-style-type: none"> • Each member work on Individual code. • Have TA Check-in. • Complete Computing Work Period (TEAM) by the end of the day. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • Finish Individual code functions • Integrate individual functions together. • Continue working on team functions
Week 10 – Nov. 18	
Agenda: (Kian) <ul style="list-style-type: none"> • Work on Milestone 4 (TEAM) to be completed before the next design studio. • Test new claw and work on Q-arm code. • Have TA Check-in. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • Reprint fixed mechanism with longer arm. • Complete Q-arm code for each object. • Fix gears to prevent getting stuck.
Week 11 – Nov. 25	
Agenda: (Kian) <ul style="list-style-type: none"> • Test out new and improved claw. • Continue perfecting Q-arm code for each object. • Have TA Check-in. 	Notes and Action items: (Jen) <ul style="list-style-type: none"> • All members review code and ensure we are thoroughly prepared for the upcoming interview.

Appendix C: Comprehensive List of Sources

- [1] S. Cortinovis, G. Vitrani, M. Maggiali, and R. A Romeo, "Control methodologies for Robotic Grippers: A Review," *Actuators*, vol. 12, no. 8, p. 332, Aug. 2023. doi:10.3390/act12080332
- [2] M. Kundu, S. Pal, S. Bhui, B. Hansda, and S. Das, "On the use of flexible materials for robot gripping application," *Journal of the Association of Engineers, India*, vol. 84, no. 3-4, p. 79, Dec. 2014. doi:10.22485/jaei/2014/v84/i3-4/119871
- [3] J. Suder, T. Kot, A. Panec, and M. Vocetka, "Analysis of increasing the friction force of the robot jaws by adding 3D printed flexible inserts," *MM Science Journal*, vol. 2021, no. 6, pp. 5322-5326, Dec. 2021. doi:10.17973/mmsj.2021_12_202112
- [4] Singh, J., Srinivasa, k., and Singh, J., "Selection of Gear Ratio for Smooth Gear Shifting," *SAE Technical Paper* 2012-01-2005, 2012, doi:<https://doi.org/10.4271/2012-01-2005>.
- [5] Vaishya , M., and Singh, R. (June 11, 2003). "Strategies for Modeling Friction in Gear Dynamics ." *ASME. J. Mech. Des.* June 2003; 125(2): 383–393. doi: <https://doi.org/10.1115/1.1564063>

Table 1 Material Properties

Material	Density (g/cm ³)	Yield Strength (MPa)
3D-Printed PLA Plastic	0.8	60
Sponge	15	50
Steel M3 Hex Nut	7.85	640
Steel M3x16 Pan Head Screw	7.85	640

Appendix D: Additional Documentation

CAD Part Model Images:

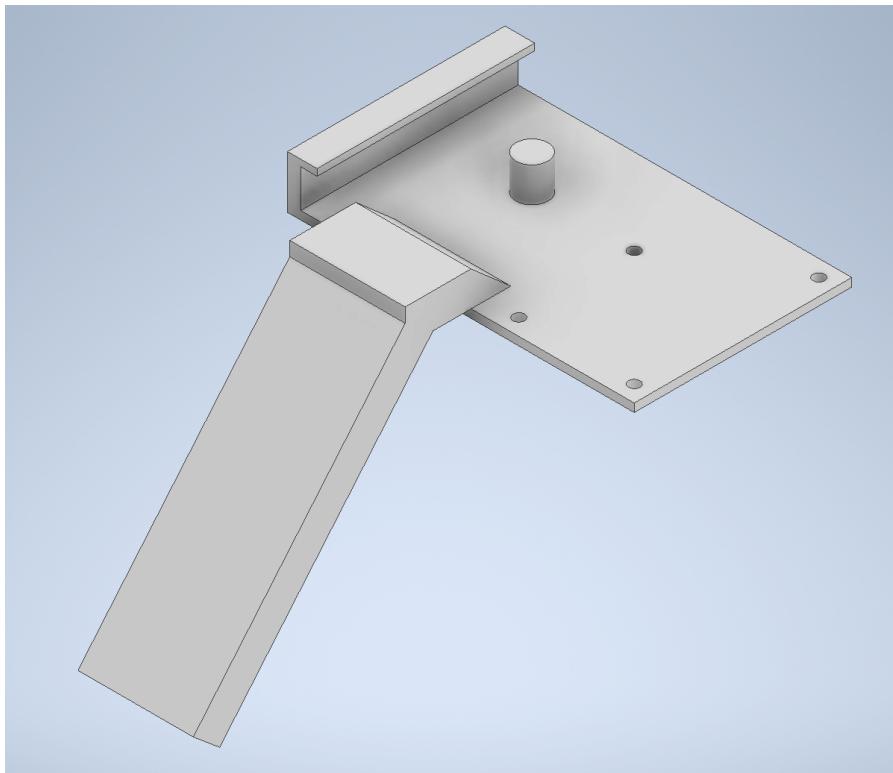


Figure 5. Base

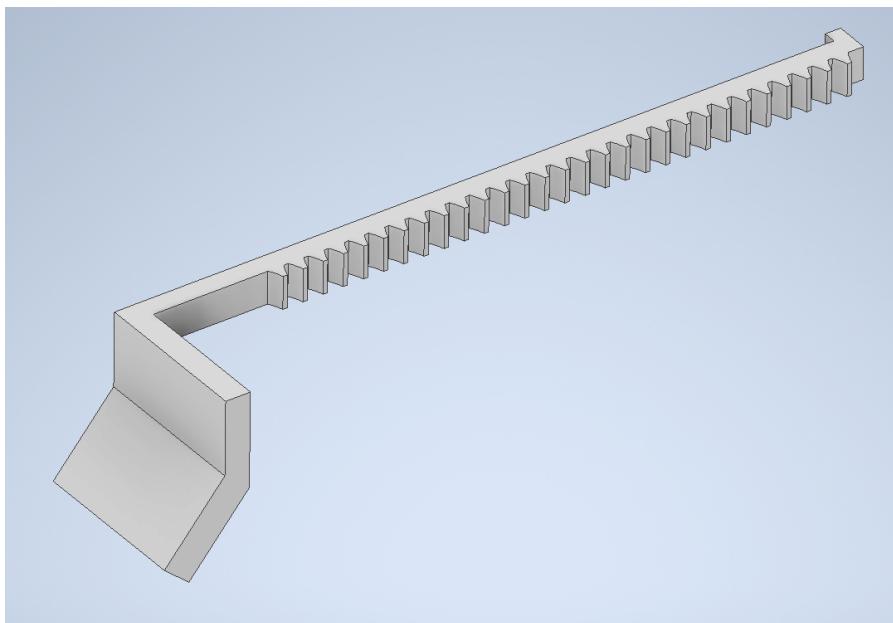


Figure 6. Rack

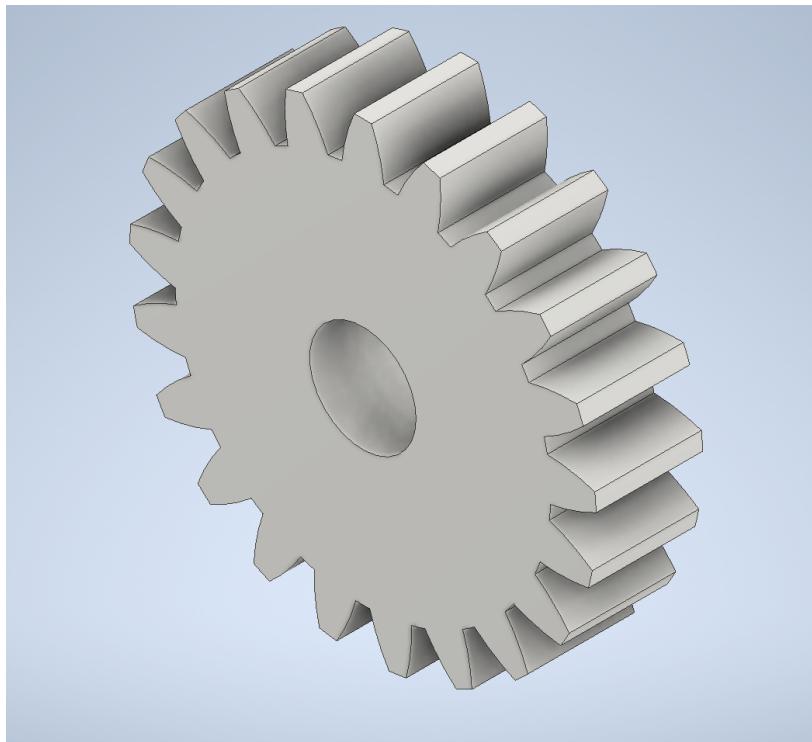


Figure 7. Large Spur Gear

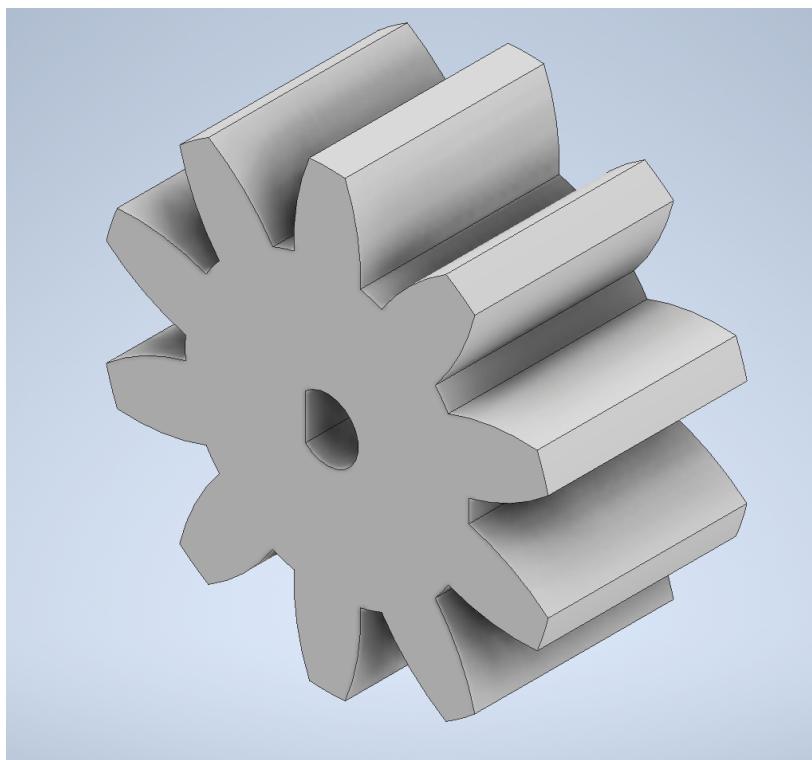
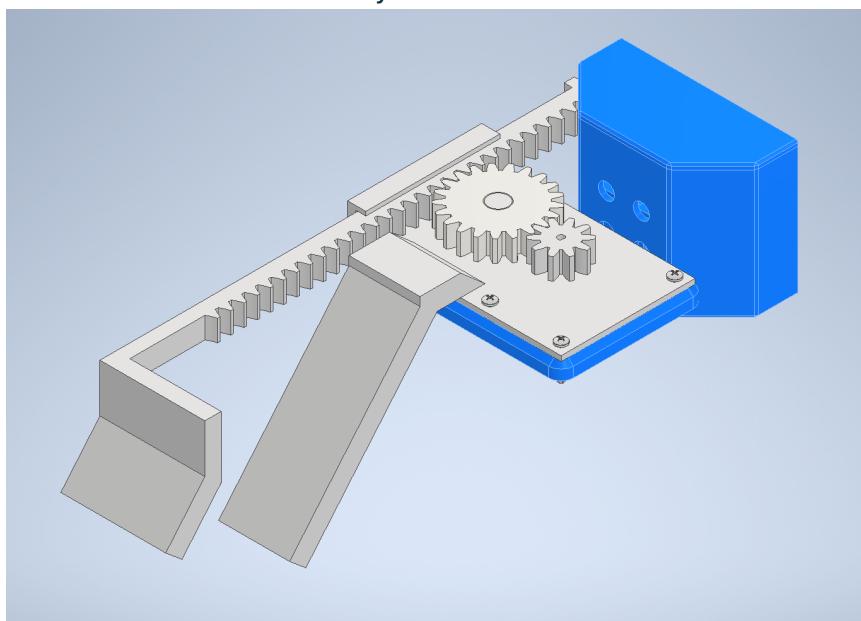
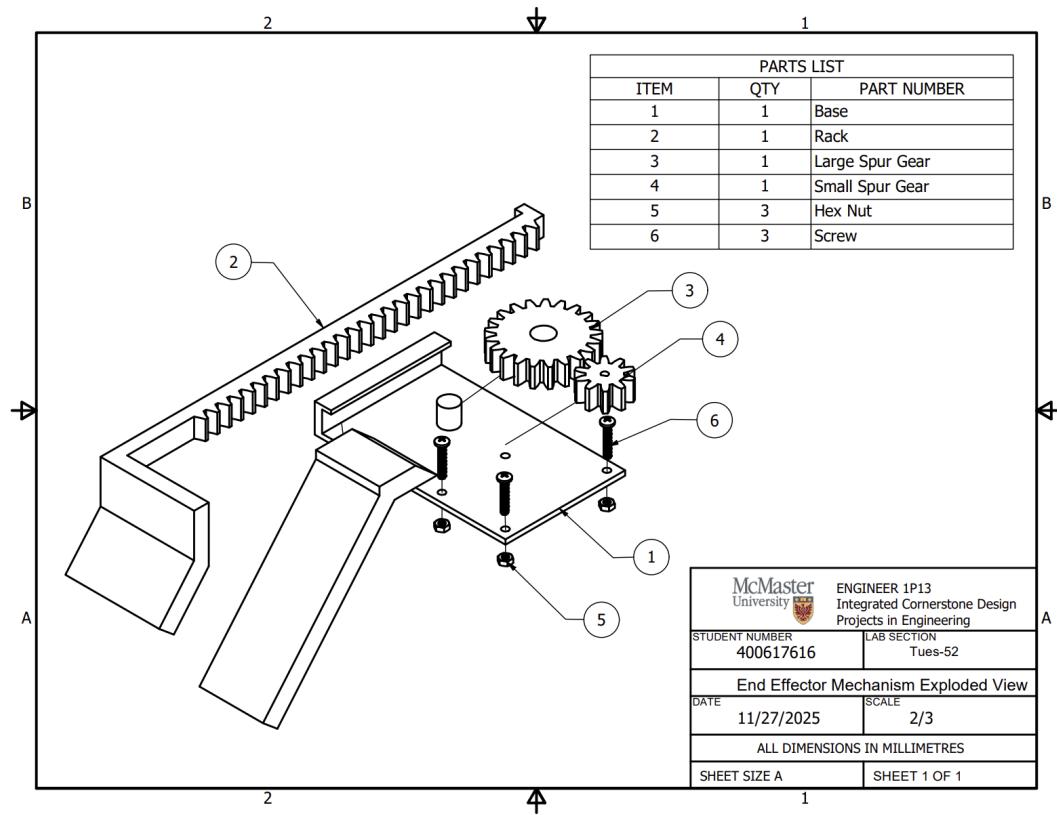


Figure 8. Small Spur Gear

Overall Mechanism Assembly:

*Figure 9. Mechanism Assembly Model*

Mechanism Exploded View Drawing:

*Figure 10. Mechanism Exploded View*

Dimensioned Engineering Drawings:

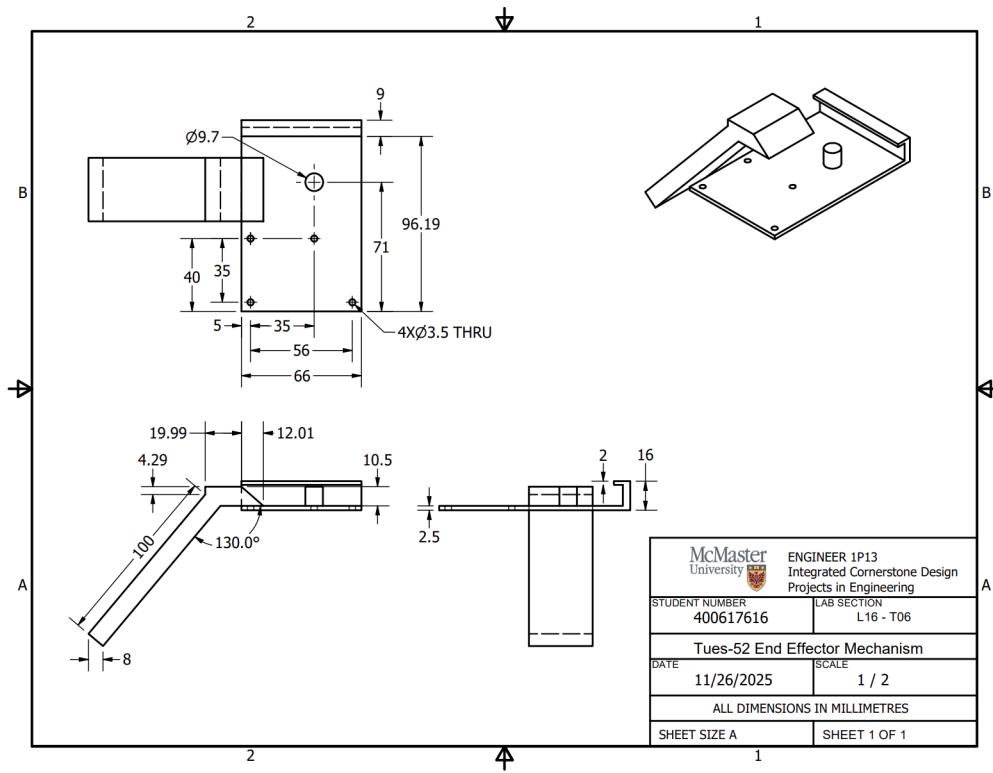


Figure 11. Base Drawing

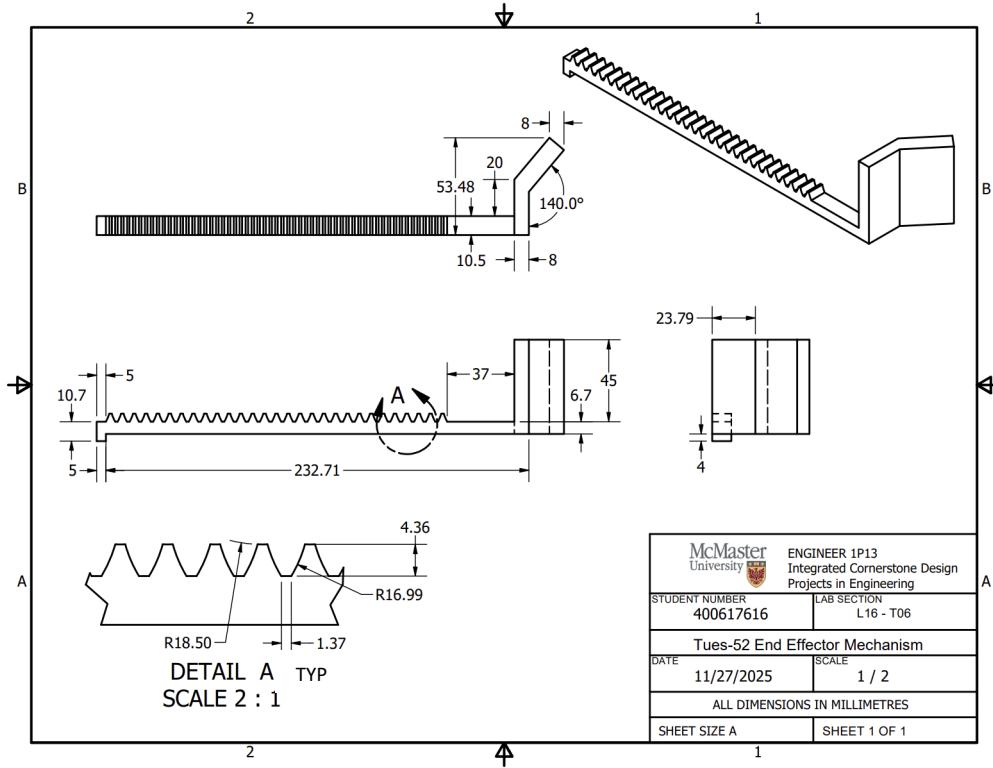


Figure 12. Rack Drawing

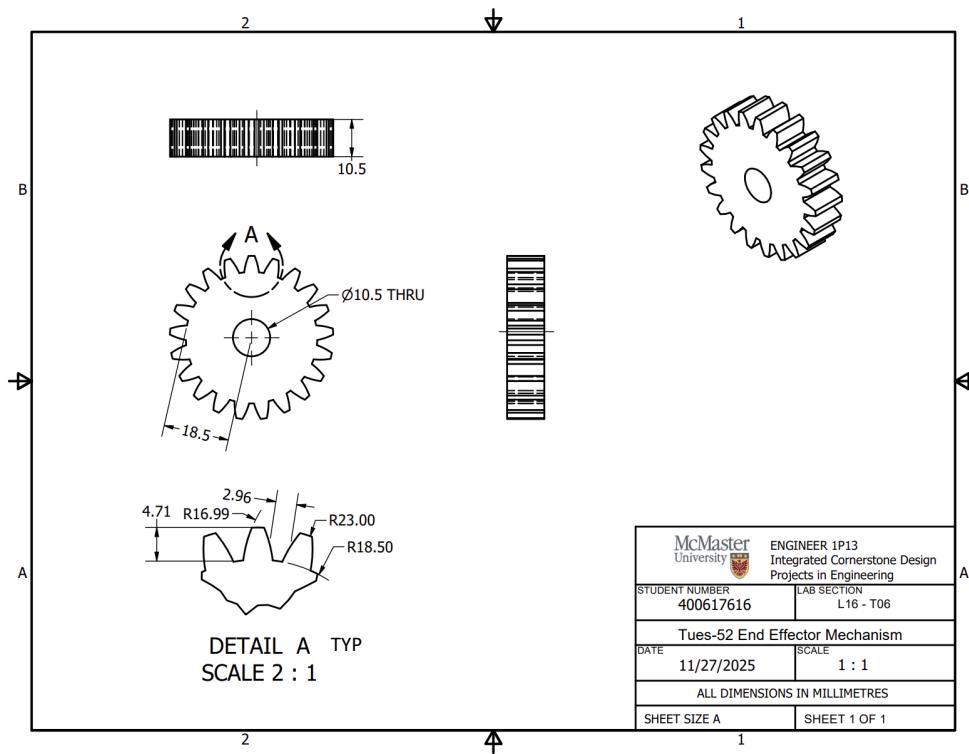


Figure 13. Large Spur Gear Drawing

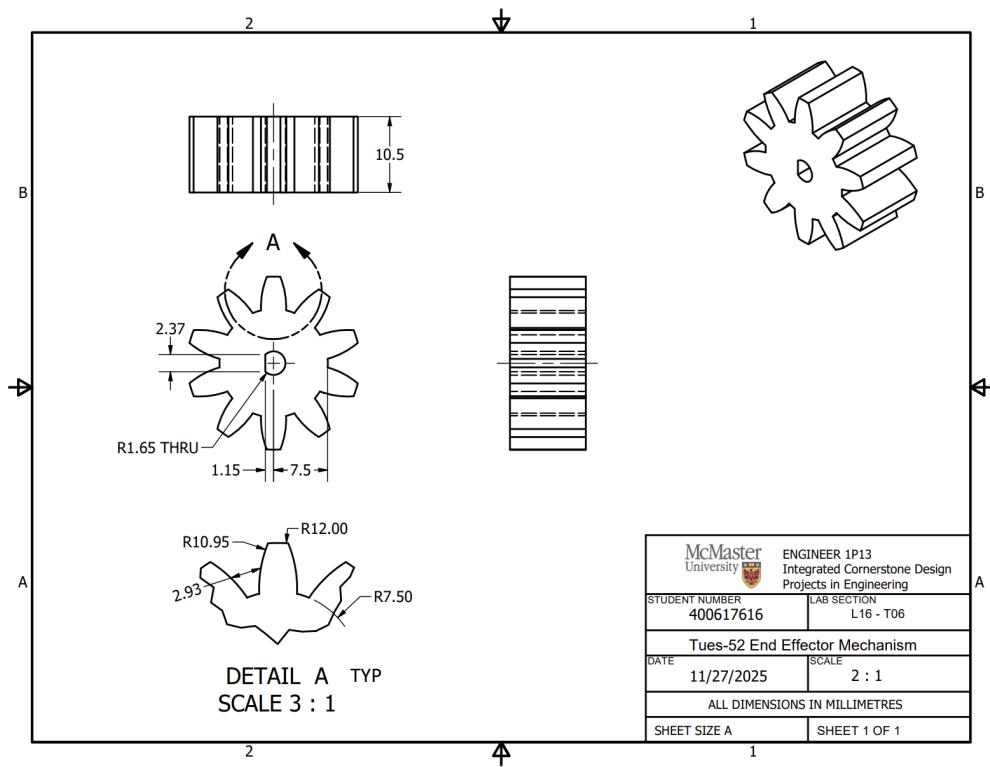


Figure 14. Small Spur Gear Drawing

Completed Code:

```

1  """
2  This program simulates a warehouse program that allows the user to sign in or create an account, then process orders of various object and print a summary of all orders.
3
4  Authors: Jennifer Desbarats, Kian Diggle, Habibah Abouelein, Shayan Siddiqui, Shuja Wazir
5  Date: December 3rd 2025
6  """
7
8
9  import csv
10 import bcrypt
11 import random
12
13 #sign up function
14 def sign_up():
15     """
16         Shuja Wazir
17         The sign up function is in charge of creating new accounts. It needs to check if the account already exists and if it does then it calls the authenticate function. If it
18         doesn't exist it gets the user to create a username and adds it to a csv file. It also ensures the user has a strong password meeting all the password specifications.
19         """
20
21     #Opening File
22     file = open("users.csv")
23
24     #Initialising Variables for userid
25     no_repeat = False #we dont want repeating characters
26     names = [] #list of usernames
27
28     #Asking for Input
29     userid = input("Enter New UserID: ")
30     while no_repeat == False:
31
32         for line in file:
33             word = line.split(',') #split each line into the username and the password
34             names.append(word[1]) #creates a list of all the names that already exist in the file
35
36     #Checking if userid already exists
37     if not (userid in names): #if the user ID does not already exist in the list of usernames
38         no_repeat = True #we can say that the userid doesnt exist
39     else:
40         print("\033[1;31m\nERROR : This userid already exists\033[0m")
41         check_account = input("if you already have an account, enter y to sign in, enter anything else to continue: ").lower()
42         if check_account == "y":
43             authenticate() #run the authenticate function (sign in)
44             return
45         else: #if they dont already have an account
46             userid = input("Enter New UserID: ") #they need a unique user ID so they must enter a new one
47
48     file.close()

```

Figure 15. Beginning of sign up function

```

47     #If it doesn't exist then ask for a password
48     if no_repeat == True:
49         while True:
50             #Initialising all the variables (all the criteria that the password must have -> they all need to be true for the password to be accepted)
51             length = False
52             upper = False
53             lower = False
54             digit = False
55             symbol = False
56             space = False
57             symbols = [ "!", ".", "@", "#", "$", "%", "&", "<", ">", "*", "(", ")", "-", "[", "]" ]
58             password = input("Enter Your Password (Ensure it has an uppercase, lowercase, one digit, one symbol and at least 6 characters): ")
59             characters = list(password) #make a list with each password character
60
61             #Checking for conditions of the password
62             for char in characters: #for each character in the password
63                 if char.isupper():
64                     upper = True
65                 if char.islower():
66                     lower = True
67                 if char.isdigit():
68                     digit = True
69                 if len(password) > 5:
70                     length = True
71                 if char.isspace():
72                     space = True
73                 if char in symbols:
74                     symbol = True
75
76             #Printing out the error statements if the password doesn't meet specifications
77             if not upper:
78                 print("\033[1;31m\nERROR : Please include an uppercase letter\033[0m\n")
79             if not lower:
80                 print("\033[1;31m\nERROR : Please include a lowercase letter\033[0m\n")
81             if not digit:
82                 print("\033[1;31m\nERROR : Please include a number\033[0m\n")
83             if not length:
84                 print("\033[1;31m\nERROR : Please extend the length of your password to 6 characters\033[0m\n")
85             if space:
86                 print("\033[1;31m\nERROR : Please do not include spaces in your password\033[0m\n")
87             if not symbol:
88                 print("\033[1;31m\nERROR : Please include one of these symbols, ( !.%^&*()[] )\033[0m\n")
89
90             if upper and lower and digit and length and symbol and not space:
91                 break
92
93             #Writing user and password down in the csv file
94
95             hash = bcrypt.hashpw(password.encode('utf-8'),bcrypt.gensalt()).decode('utf8')
96
97             file = open("users.csv", mode='a')
98             file.write("\n" + userid + "," + hash)
99             file.close()
00

```

Figure 16. End of sign up function

```

102 ##authenticate function
103 def authenticate():
104     """
105         Jennifer Desbarats
106
107     The authenticate function is the first function ran. It asks the user if they already have an account, if they do then it asks for their username and password to log them in. Or else it calls the sign up function to create an account
108     """
109
110     #ask if they already have an account
111     existant_account = input("Do you already have an account? (y/n): ").lower()
112
113
114     # if they typed anything other than y or n
115     while existant_account != "y" and existant_account != "n": #infinite loop until input is correct
116         print("\033[1;31mInvalid Input\033[0m\n")
117         existant_account = input("Do you already have an account? (y/n): ").lower()
118
119     # if they type "n" they need to sign up first
120     if existant_account == "n":
121         sign_up() #call the sign_up() function to create an account
122         print("Please sign in using your new user ID\n")
123
124
125     # ask for username and password
126     logged_in = False # start as not logged in
127
128     while logged_in == False: # keep looping until they are log in
129         userid = input("Enter your username: ")
130         password = input("Enter your password: ")
131
132         # open users.csv to read saved usernames and hashed passwords
133         user_found = False
134         with open("users.csv", "r") as file:
135
136             for row in file:
137                 words = row.split(",")
138                 if len(words) == 2: #skip empty lines or lines with too many entries
139                     stored_userid = words[0] #words 0 is the username
140                     stored_hash = words[1].strip() #stored hash is the stored password (words[1])
141
142                     # check if username matches
143                     if userid == stored_userid:
144                         user_found = True
145                         # check if password matches
146                         if bcrypt.checkpw(password.encode('utf-8'), stored_hash.encode('utf-8')):
147                             print("\033[1;32mLogin successful!\033[0m")
148                             logged_in = True
149                             break #exit the while loop
150                         else:
151                             print("\033[1;31mIncorrect password. Try again.\033[0m\n") #keep looping if the username is found (user_found = True) but the password is incorrect
152
153                     if user_found == False: #the username didnt exist
154                         print(" Username not found. Try again.\n") #it will keep looping through the while loop as logged_in is still false
155
156
157             return userid
158

```

Figure 17. Authenticate function

```

159 ##customer summary
160 def customer_summary(userid):
161     """
162         Habibah Aboueleinin
163
164     Customer summary summarises all orders completed by the customer. It prints a professional receipt and keeps track of the total number of orders completed by the customer.
165
166     filename = 'orders.csv'
167     total_orders = 0
168     total_spent = 0
169     product_counts = {}
170
171     # Read each order (one per line)
172     with open(filename, 'r') as file:
173         reader = csv.reader(file)
174         for row in reader:
175             if len(row) >= 2 and row[0] == userid: #if the userid matches the current users user id
176                 total_orders += 1
177                 total_spent += float(row[1])
178                 for product in row[2:]:
179                     if product not in product_counts:
180                         product_counts[product] = 0
181                     product_counts[product] += 1
182
183     # If no orders found
184     if total_orders == 0:
185         print("\033[1;31m{'No orders were found for this user ID.'}:\033[0m")
186         print("\033[1;33m{'Redirecting..'}:\033[0m\n")
187         complete_order()
188     return
189
190     # Header section
191     print("\033[1;36m{'=' * 50}\033[0m")
192     print("\033[1;36m{'CUSTOMER ORDER SUMMARY'}:\033[0m")
193     print("\033[1;36m{'=' * 50}\033[0m") #\033 with square brackets is for bolding, :36m is the cyan color,
194
195     # User info
196     print("\033[1m{'User ID':<20}\033[0m {userid:>29}")
197     print("\033[1m{'Total Orders':<20}\033[0m {total_orders:>29}")
198     print("\033[1m{'Total Spent':<20}\033[0m {f ${total_spent:.2f}:>30}")
199     print("\033[1m{'-' * 50}\033[0m")
200
201     # Product header
202     print("\033[1;32m{'Product':<30}{Quantity':>20}\033[0m")
203     print("\033[1;32m{'-' * 50}\033[0m")
204
205     # Product details
206     for product, count in product_counts.items():
207         print("\033[1m{'(product:<30){count:>20}'})")
208
209     # Footer
210     print("\033[1;36m{'=' * 50}\033[0m")
211     print("\033[1;36m{'Thanks for ordering!'>50}\033[0m")
212     print("\033[1;36m{'-' * 50}\033[0m")

```

Figure 18. customer summary function

```

215 ##lookup_products
216 def lookup_products(products):
217     """
218     Kian Diggle
219
220     Look up products is in charge of filtering the scanned list of items. It catches errors like duplicate items (out of stock items since we dont have 2 of each item). It compares the scanned products list with the accepted items and returns a list of the items we want to process for the order
221     """
222
223     file = open("products.csv") #opening the scanned products file
224
225     csv_contents = [] #list of the csv file (all accepted items)
226     total_contents = [] #list of filtered contents
227
228
229     for line in file: #get each item from the scanned products
230         line_list = line.strip().split(',') #get each element of each product (name, price)
231         line_list[1] = float(line_list[1]) #convert the price to an integer (line_list[1] represents the price)
232
233         csv_contents.append(line_list) #append all of line_list (name, price)
234
235     file.close()
236
237     for i in range(len(products)): #for each product in the scanned list
238         found_product = False
239
240         for j in range(len(csv_contents) - 1): #for each item in csv_contents (the given list of accepted products)
241
242             if products[i] == csv_contents[j][0]: #if the scanned item name matches a name of any of the accepted items
243                 total_contents.append(csv_contents[j]) #append the product name and price
244                 found_product = True
245
246         if found_product == False: #if the product doesn't match with any of the accepted items
247             print("Warning: Product not found")
248
249     return total_contents
250
251
252

```

Figure 19. look up products function

```

253 ##Pack_products
254
255
256 def pack_products(products):
257     for i in range(len(products)): #for each product in the products list
258
259         if products[i] == "Sponge": #check if product is sponge
260             sponge()
261             pack()
262             print("Sponge has been packaged")
263         elif products[i] == "Bottle": #check if product is bottle
264             bottle()
265             pack()
266             print("Bottle has been packaged")
267         elif products[i] == "Rook": #check if product is rook
268             rook()
269             pack()
270             print("Rook has been packaged")
271         elif products[i] == "D12": #check if product is D12
272             d12()
273             pack()
274             print("D12 has been packaged")
275         elif products[i] == "Bowl": #check if product is bowl
276             bowl()
277             pack()
278             print("Bowl has been packaged")
279         elif products[i] == "WitchHat": #check if product is witch hat
280             witchhat()
281             pack()
282             print("Witch hat has been packaged")
283
284 #location of each item for the q arm
285 SPONGE_POSITION = (0.544417509303867, 0.16565360628151915, 0.1320247864673874)
286 BOTTLE_POSITION = ((0.5648609134961735, 0.11283654980736692, 0.1393976951869465))
287 ROOK_POSITION = (0.5725750344624958, 0.04003834675840798, 0.11199784809667301)
288 D12_POSITION = 0
289 BOWL_POSITION = 0
290 WITCHHAT_POSITION = 0
291 DEPOSIT_POSITION = (0.22789812893019878, -0.2655426667340853, 0.44290507792294694)
292 time = 0.5
293
294

```

Figure 20. Pack products function

```

295 def pack():
296     """
297     This function closes the gripper and grabs the object, it then
298     moves the object to the packaging station and returns home
299     """
300     arm.rotate_gripper(-90)
301     sleep(1)
302     arm.rotate_gripper(30)
303     arm.rotate_gripper(-90)
304     sleep(1)
305     arm.rotate_gripper(30)
306     arm.rotate_gripper(-90)
307     sleep(1)
308     arm.rotate_gripper(30)
309     arm.rotate_gripper(-90)
310     sleep(1)
311     arm.rotate_gripper(30)
312     arm.rotate_gripper(-90)
313     sleep(1)
314     arm.rotate_shoulder(-30)
315     arm.home()
316     arm.set_arm_position(DEPOSIT_POSITION)
317     arm.rotate_gripper(360)
318     arm.home()
319
320 def sponge():
321     """
322     This function moves towards the sponge's location and then it packs it using the pack function, an
323     additional thing to note is that it sends the arm above the object then rotates the shoulder so that
324     it does not approach the object at a harsh angle
325     """
326     arm.rotate_gripper(180)
327     sleep(time)
328     arm.rotate_base(18)
329     sleep(time)
330     arm.rotate_shoulder(25)
331     sleep(time)
332     arm.rotate_elbow(-10)
333     sleep(time)
334     arm.rotate_shoulder(10)
335     sleep(time)
336     arm.rotate_shoulder(18)
337     pack()
338
339 def bottle():
340     """
341     This function is the same as the sponge one, but instead it packs the bottle
342     """
343     arm.rotate_gripper(360)
344     arm.rotate_base(12)
345     sleep(time)
346     arm.rotate_shoulder(25)
347     sleep(time)
348     arm.rotate_elbow(-8)
349     sleep(time)
350     arm.rotate_shoulder(10.5)
351     pack()

```

Figure 21. Pack products function

```

360 def rook():
361     """
362     This function is the same as the sponge and bottle ones, just for the rook
363     """
364     arm.rotate_base(5)
365     sleep(time)
366     arm.rotate_shoulder(30)
367     sleep(time)
368     arm.rotate_elbow(-6.5)
369     sleep(time)
370     arm.rotate_shoulder(9.75)
371     sleep(time)
372     arm.rotate_elbow(-6)
373     pack()
374
375
376 def d12():
377     """
378     This function operates the same as the other ones but for the d12
379     """
380     for i in range(6):
381         arm.rotate_gripper(-120)
382         arm.rotate_gripper(30)
383         arm.rotate_gripper(30)
384         arm.rotate_base(-2)
385         sleep(time)
386         arm.rotate_shoulder(30)
387         sleep(time)
388         arm.rotate_elbow(-12.5)
389         sleep(time)
390         arm.rotate_shoulder(12.5)
391         sleep(time)
392         arm.rotate_elbow(-3)
393     pack()
394
395
396 def witchhat():
397     """
398     The same functionality as the other ones but for the witchhat !!NOT COMPLETE
399     """
400     for i in range(6):
401         arm.rotate_gripper(-120)
402         arm.rotate_gripper(30)
403         arm.rotate_gripper(30)
404         arm.rotate_base(-8)
405         arm.rotate_shoulder(32)
406         arm.rotate_elbow(-10)
407         for i in range(20):
408             arm.rotate_elbow(-2)
409         pack()
410
411

```

Figure 22. pack products function

```

412 def bowl():
413     """
414     Same thing but just for the bowl !!NOT COMPLETE
415     """
416     arm.rotate_gripper(180)
417     arm.set_arm_position(BOWL_POSITION)
418     arm.rotate_shoulder(180)
419     pack()
420
421 ##Complete_order
422 def complete_order(userid, product_list):
423     """
424     Shayan Siddiqui
425
426     totals an order, applies a random discount, calculates tax,
427     prints a professional receipt, and writes the order to orders.csv.
428
429     """
430
431     # Subtotal
432     subtotal = 0
433
434     for i in range (len(product_list)):
435         price = product_list[i][1] #product_list[i][1] is the product price
436         subtotal += price
437
438
439     # Random discount tax and final total
440     discount_percent = random.randint(5, 50) #random discount between 5 and 50%
441     discount_amount = subtotal * (discount_percent / 100)
442     subtotal_after_discount = subtotal - discount_amount
443
444     #calculates the tax
445     tax_rate = 0.13
446     final_total = subtotal_after_discount*(1 + tax_rate)
447
448     # Count how many orders already exist
449     file = open("orders.csv", "r")
450
451     number_of_orders = 0
452     for line in file:
453         parts = line.split(",")
454         if parts[0] == userid:
455             number_of_orders += 1
456     file.close()
457
458     # Writting the new order to orders.csv
459     file = open("orders.csv", "a")
460
461     # build the CSV line
462     csv_line = userid + "," + f"{final_total:.2f}"
463
464

```

Figure 23. complete order function

```

466     for i in range (len(product_list)):
467         product_name = product_list[i][0]
468         csv_line = csv_line + "," + product_name
469
470     file.write(csv_line + "\n")
471     file.close()
472
473
474     # Professional receipt
475     print("\033[1;36m===== YOUR ORDER RECEIPT ======\033[0m")
476     print(f"Customer: {userid}")
477     print("-----")
478     print("Items Purchased:")
479
480     for i in range (len(product_list)):
481         name = product_list[i][0]
482         price = product_list[i][1]
483         print(f" - {name:20} ${price:6.2f}")
484
485
486     print("-----")
487     print("Subtotal: ${subtotal:6.2f}")
488     print("Discount ({discount_percent}%) : ${discount_amount:6.2f}")
489     print("Subtotal After Discount: ${subtotal_after_discount:6.2f}")
490     print("Tax (13%): ${tax_rate*subtotal_after_discount:6.2f}")
491     print("====")
492     print(f"\033[1mFINAL TOTAL: ${final_total:6.2f}\033[0m")
493     print("====")
494
495     # Order message
496     print("\nYou have now made {number_of_orders + 1} orders so far.\n")
497
498     return
499
500
501 ##Main function
502 def main():
503     """
504     The main function brings together all the functions. It starts by making sure the user is signed in (sign up and authenticate deal with this). It then scans a list of
505     products. The look up products function is then used to filter the list and return a list of accepted items. Then pack_products is used to go pick up the list fo accepted
506     items. Complete_order then prints a profesionaly formated receipt. If the customer is all doen submiting orders the it calls the customar summary function to give a full
507     summary of all orders from that customer.
508     """
509
510     print("===== Welcome =====")
511     print("      Welcome to the Warehouse System ")
512     print("===== \n")
513
514     # User logs in (or signs up)
515     userid = authenticate() # returns userID from the authenticate function
516     print("\nWelcome, {userid}!\n")
517
518     while True: #keeps looping until the customer no longer wants to complete any orders
519         print("\n--- New Order ---")
520
521         #scanning barcodes (returns list of product names)
522         scanned_products = scan_barcode() #scan barcode returns a string like "Bowl Sponge D12"
523         scanned_products_list = scanned_products.split()

```

Figure 24. complete order function

```

501 def main():
502     """
503         the main function brings together all the functions. It starts by making sure the user is signed in (sign up and authenticate deal with this). It then looks up products. The look up products function is then used to filter the list and return a list of accepted items. Then pack_products is used to go pick up items. Complete_order then prints a professionally formatted receipt. If the customer is all done submitting orders the it calls the customer summary function which prints a summary of all orders from that customer.
504     """
505
506     print("====")
507     print("      Welcome to the Warehouse System ")
508     print("====\n")
509
510     # User logs in (or signs up)
511     userid = authenticate() # returns userID from the authenticate function
512     print(f"\nWelcome, {userid}!\n")
513
514     while True: #keeps looping until the customer no longer wants to complete any orders
515         print("\n--- New Order ---")
516
517         #scanning barcodes (returns list of product names)
518         scanned_products = scan_barcode() #scan barcode returns a string like "Bowl Sponge D12"
519         scanned_products_list = scanned_products.split()
520
521         #looking up product prices from products.csv
522         product_list = lookup_products(scanned_products_list)
523
524         #pack the products with the q-Arm
525         pack_products(product_list)
526
527         #complete the order, print receipt + save to orders.csv
528         complete_order(userid, product_list)
529
530         # if the user wants to complete another order
531         again = input("\nDo you want to process another order? (y/n): ").lower() #make sure the input is lowercase
532         if again != "y": #if its anything other than y
533             break #quits the loop as the customer doesn't want to complete any more orders
534
535     # print the customer summary when user is done
536     print("\n\nGenerating customer summary...\n\n")
537     customer_summary(userid)
538
539     print("\nThank you for using the Warehouse Ordering System!")
540
541
542
543
544
545

```

Figure 25. Main function

Appendix E: Design Studio Worksheets

Team Worksheet:

MILESTONE 0 (TEAM): COVER PAGE

Team ID: **Tues-52**

Please list full names and MacIDs of all *present* Team Members

Full Name:	MacID:
Habibah Aboueleinin	Aboueh2
Shuja Wazir	Wazirs4
Shayan Siddiqui	Siddm47
Jennifer Desbarats	desbaraj
Kian Diggle	digglek

Any student that is **not** present for Design Studio will not be given credit for completion of the worksheet and may be subject to a deduction to their P-1 grade. See course outline for details.

Insert your Team Portrait in the dialog box below



MILESTONE 0 – TEAM CHARTER**Team****Tues-52****Project Leads:**

Identify team member details (Name and MacID) in the space below.

Role:	Team Member Name:	MacID
Manager	Kian Diggle	digglek
Administrator	Shayan Siddiqui	Siddm47
Coordinator	Jennifer Desbarats	desbaraj
Subject Matter Expert	Habibah Aboueleinin	Aboueh2
Subject Matter Expert	Shuja Wazir	Wazirs4

MILESTONE 0 – PRELIMINARY GANTT CHART (TEAM MANAGER ONLY)

Team ID:

Tues-52

Only the **Project Manager** is completing this section!

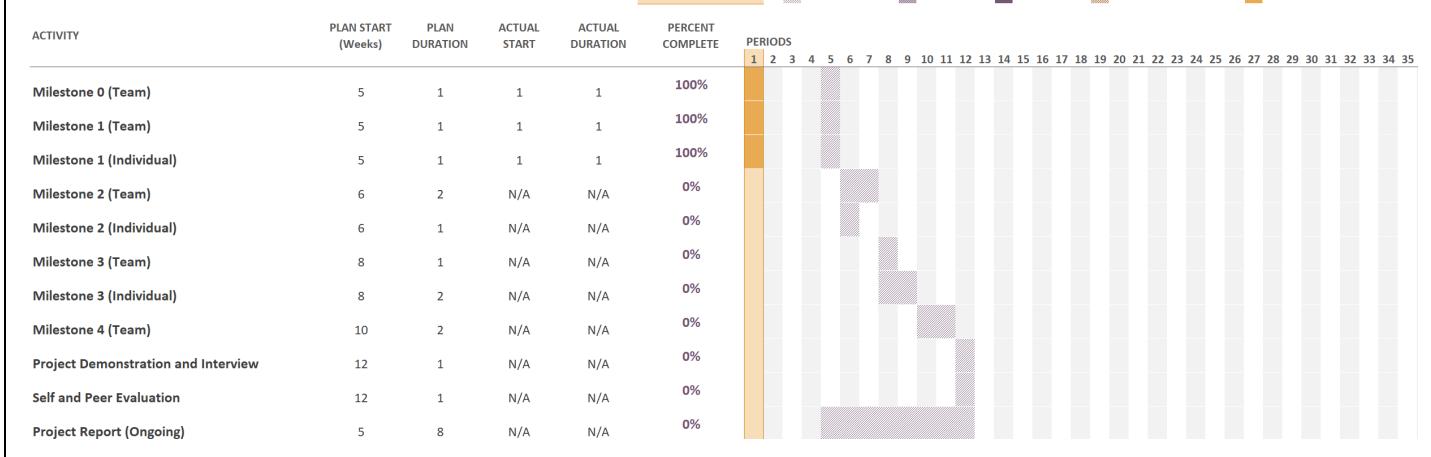
Full Name of Team Manager:	MacID:
Kian Diggle	digglek

Preliminary Gantt chart

Tues - 52 Gantt Chart

Select a period to highlight at right. A legend describing the charting follows.

Period Highlight: 1 Plan Duration Actual Start % Complete Actual (beyond plan) % Complete (beyond plan)



MILESTONE 1 (TEAM): COVER PAGE**Team ID:** Tues-52

Please list full names and MacIDs of all *present* Team Members

Full Name:	MacID:
Jennifer Desbarats	desbaraj
Shayan Siddiqui	Siddm47
Kian Diggle	Digglek
Shuja Wazir	Wazirs4
Habibah Aboueleinin	Aboueh2

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MILESTONE 1 (STAGE 1) – PROBLEM STATEMENT, FUNCTIONS, OBJECTIVES AND CONSTRAINTS

Team ID: Tues-52

Write out your initial problem statement in the box below.

Initial Problem Statement

In order to assist in the facilitation of global warehouses, objects must be retrieved from an area and deposited in a parcel. This will not only ease the burden on warehouse workers, but improve the quality of global warehouses.

The task requires us to pick up different objects of varying difficulty, and return them to a drop-off parcel. Each object has a different shape, size, and rigidity, and we must successfully pick up and deposit each object in order to successfully complete the full task.

List out your functions, objectives and constraints in the box below.

Functions	Objectives	Constraints
<ul style="list-style-type: none"> - Grips securely onto object - Moves to accommodate shape and size - Locates and retrieves correct object each time - Sorting pieces to drop off 	<ul style="list-style-type: none"> - Should have a strong grip - Should have good mobility - Should be versatile to pick up different shapes - Should be able to reach all required objects - Should complete task quickly/efficiently - Should be able to complete the task in its entirety - Should be environmentally sustainable, minimal waste 	<ul style="list-style-type: none"> - Can not require excess material/weight - Must be easily able to fabricate within the timeline - Must operate within safe conditions - Reduce strain on warehouse staff - Handle objects with care when retrieving and depositing

MILESTONE 1 (STAGE 2) – TA CHECK-IN

During and after your TA check-in document their feedback in the box below.

Feedback
Problem statement
- Good
- Lacking initial problem at hand (fictitious prompt)
- Warehouse worker conditions and lack of efficiency in current mechanisms
Functions
- Good don't need change
Objectives
- Good
- Add one about how system should be efficient
Constraints
- Move efficiency constraint to objectives
- Should reduce strain on staff in warehouse
- Must have safe operations

List out action items to address any of your team's concerns and your TA's feedback

Action Items
<ul style="list-style-type: none">- Adding initial problem based on prompt (sustainable, improving warehouse conditions)- focus on sustainability (adapt objectives and constraints to this focus)- Adapt constraints to keep warehouse worker in mind

MILESTONE 2 (TEAM) – COVER PAGE**Team ID:** Tues-52

Please list full names and MacIDs of all *present* Team Members

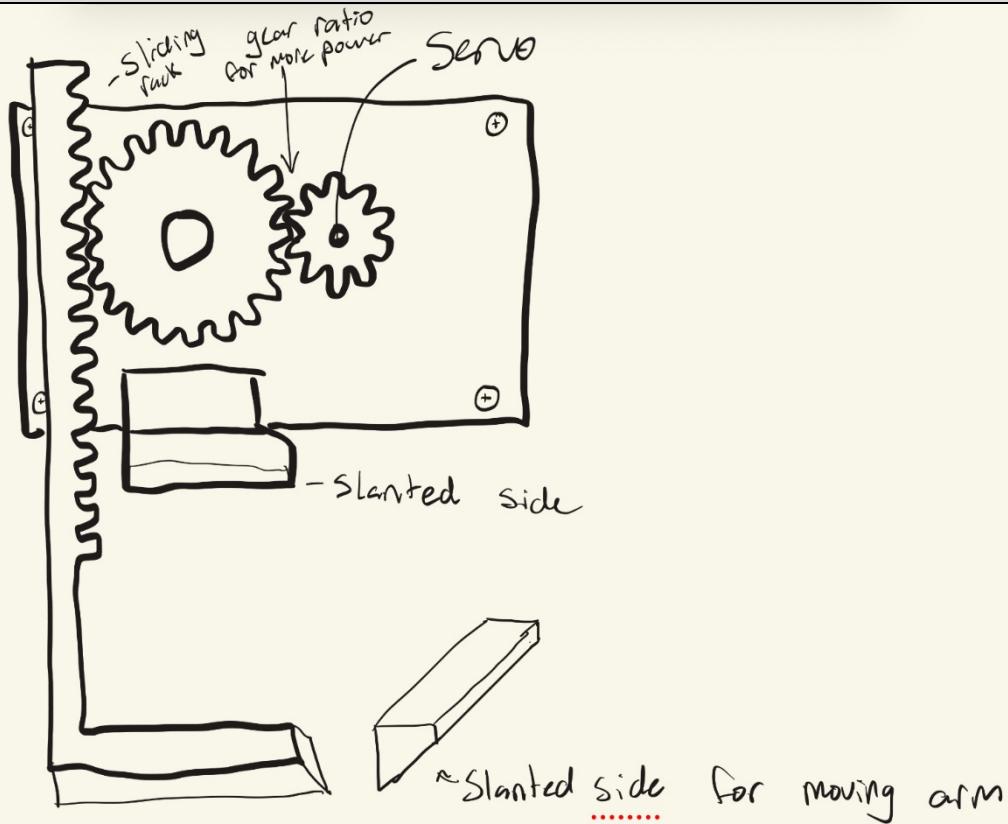
Full Name:	MacID:
Jennifer Desbarats	desbaraj
Kian Diggle	Digglek
Shayan Siddiqui	Siddm47
Shuja Wazir	Wazirs4
Habibah Aboueleinin	Aboueh2

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MILESTONE 2 (STAGE 2) – MECHANISM DECISION AND CAD MODEL

Team ID: Tues-52

Attach your teams chosen finalized mechanism concept sketch in the following box

Finalized Concept Sketch

Justify why your team chose this design

Justification

- Simplicity, very few moving parts and can be easily created/modified
- Versatile, has both flat and angled edges to pick up various shapes
- Rotational motion from gears is converted to linear motion in the direction needed to retrieve and grip objects

Modifications:**Base piece:**

- Create holes for new fastener positions
- Create an angled arm attached to the base

Arms:

- Adapt arm shape to more effectively pick up all shapes (curve them and slant them)

Rack and sliding piece

- Move slider out further from the middle of the base, so that the rack clears the side of the end effector platform

Gears:

- Increase the widths of both gears and all overall features
- Increase the amount of teeth on the second gear, to account for the rack being moved further

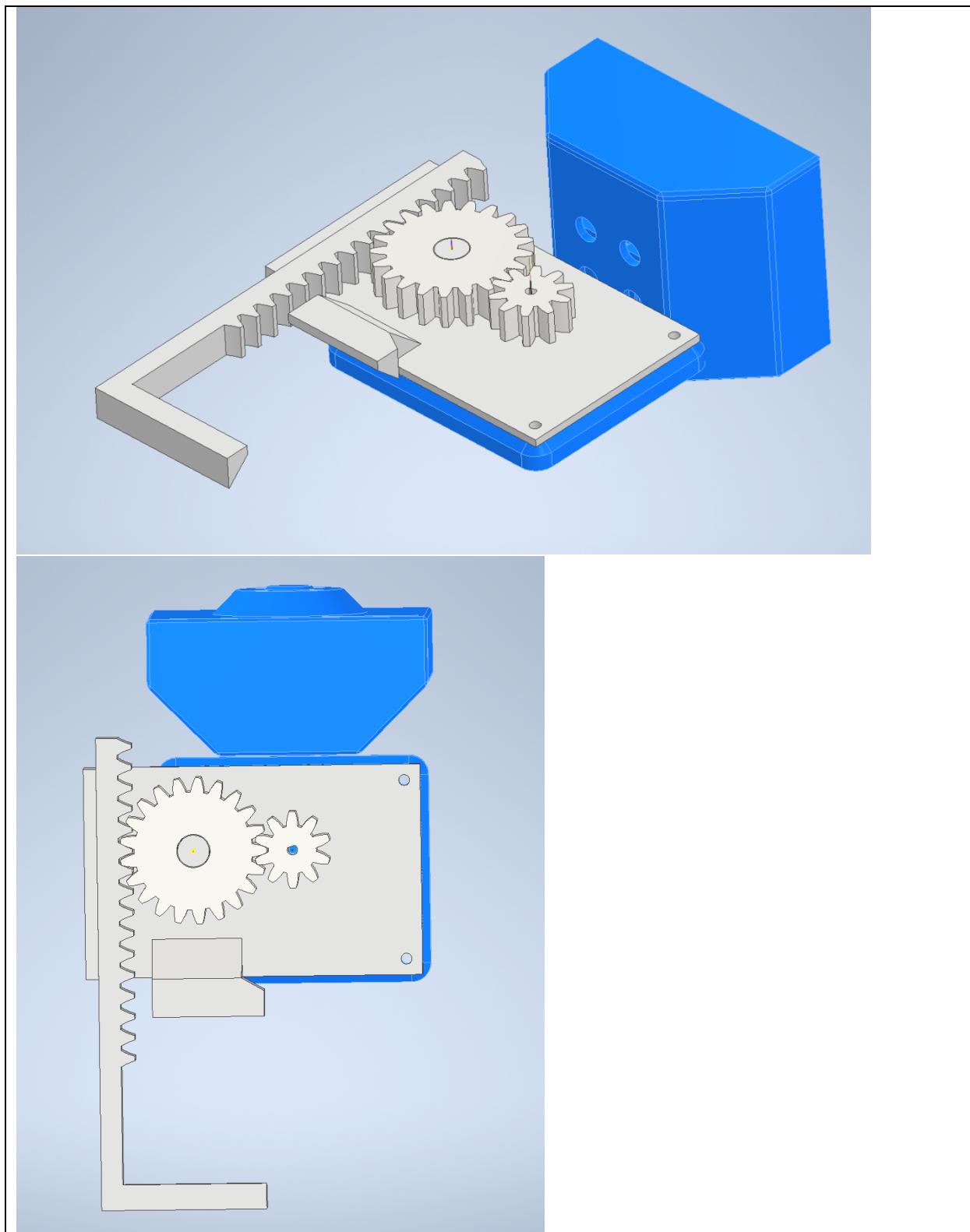
Overall:

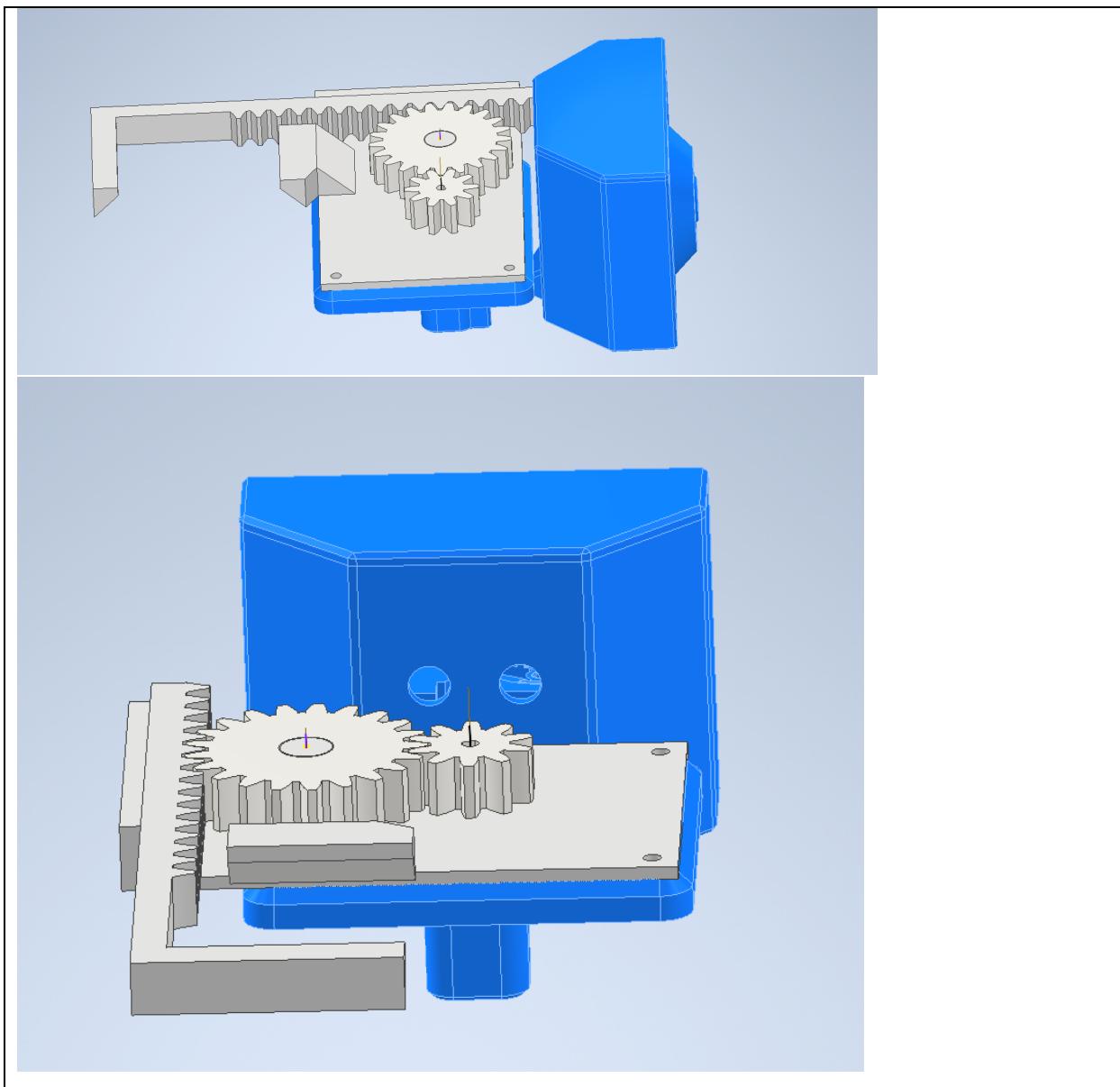
- Add 0.5mm – 1mm gap between all moving parts

Attach multiple screenshots of different views of your CAD model to the following box

Stronger grip, done through the angled arms and moveable/fixed arm. Versatility, as the arms have both angled and flat surfaces on them. Environmentally friendly, minimal parts needed.

CAD Model Screenshots





Select one or more objectives for your design and explain how you plan to further optimize it for each.

MILESTONE 2 (STAGE 3) –TA CHECK-IN

During and after your TA check-in document their feedback in the box below.

Feedback

- Keep 0.5 – 1 mm gap to account for friction between the pieces
- Increase the thickness of the arms to improve the sturdiness

List out action items to address any of your team's concerns and your TA's feedback

Action Items**Base piece:**

- Create holes for new fastener positions
- Create an angled arm attached to the base
- Arms:
- Adapt arm shape to more effectively pick up all shapes (curve them and slant them)

Rack and sliding piece

- Move slider out of further from the middle of the base, so that the rack clears the side of the end effector platform
- Gears:
- Increase the widths of both gears and all overall features
- Increase the number of teeth on the second gear, to account for the rack being moved further

Overall:

Add 0.5mm – 1mm gap between all moving parts

**** All the Feedback Has already been implemented into the design shown above****

WORK PERIOD: FABRICATION TIME – COVER PAGE**Team ID: Tues-52**

Please list full names and MacIDs of all *present* Team Members

Full Name:	MacID:
Kian Diggle	digglek
Jennifer Desbarats	desbaraj
Shayan Siddiqui	Siddm47
Shuja Wazir	Wazirs4
Habibah Aboueleinin	Aboueh2

Any student that is **not** present for Design Studio will not be given credit for completion of the worksheet and may be subject to a deduction to their P-1 grade. See course outline for details.

WORK PERIOD: FABRICATION TIME (STAGE 3) – TA CHECK-IN**Team ID:** Tues-52

During and after your TA check-in document their feedback in the box below.

Feedback

Looks good.

- Some adjustments might need to be made based on the q-arm constraints
- The fitting of the rack and gear requires testing after printing is done

List out action items to address any of your team's concerns and your TA's feedback

Action Items

- Print the current CAD design
- Test out the claw
- Get started on Q-Arm code
- Think of possible improvements to the design

FABRICATION APPROVAL**Design Meets Design Objectives**

→ Mechanism simulates motion of picking up objects using the servo motor

→ Mechanism and servo motor are properly toleranced according to the engineering drawing

Assembly model is complete and aesthetic, properly grounded and has no interference or

errors

Design intentionally minimizes materials; the entire mechanism including fasteners weighs less than 100 grams.

Only non-flat components are 3D printed

ALL mechanism features are 1mm or more

→ Not only do features need to be 1mm or greater, but spaces between them as well

→ Features between 2mm and 4mm are appropriately sized and will not compromise the fabricated design

APPROVED FOR PRINTING

MILESTONE 3 (TEAM) – COVER PAGE**Team ID:** Tues-52

Please list full names and MacIDs of all *present* Team Members

Full Name:	MacID:
Kian Diggle	digglek
Jennifer Desbarats	desbaraj
Shayan Siddiqui	Siddm47
Shuja Wazir	Wazirs4
Habibah Aboueleinin	Aboueh2

Any student that is **not** present for Design Studio will not be given credit for completion of the worksheet and may be subject to a deduction to their P-1 grade. See course outline for details.

MILESTONE 3 (STAGE 1) – FUNCTION ASSIGNMENTTeam ID: **Tues-52**

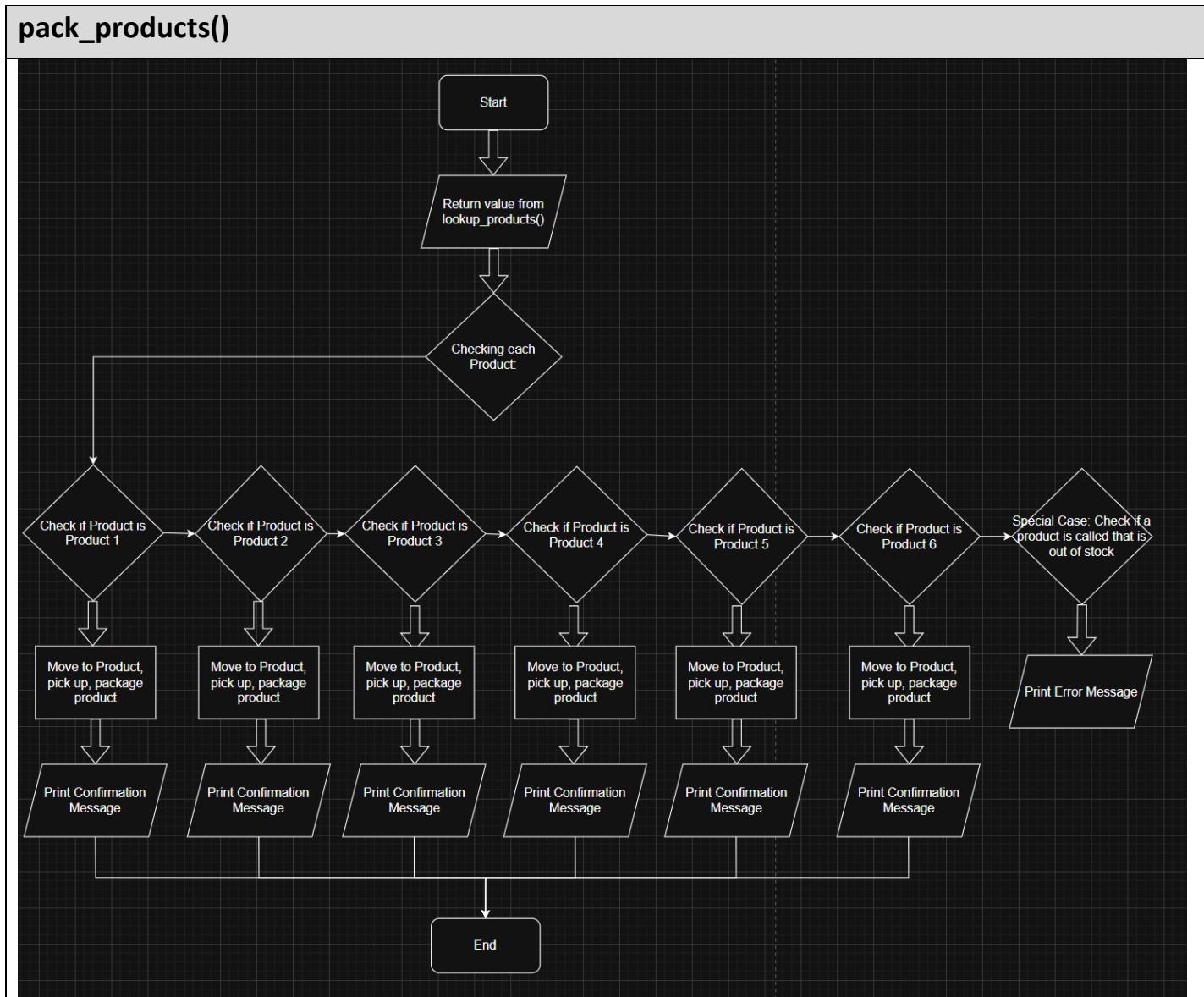
Using the table below assign each function to one member of your team.

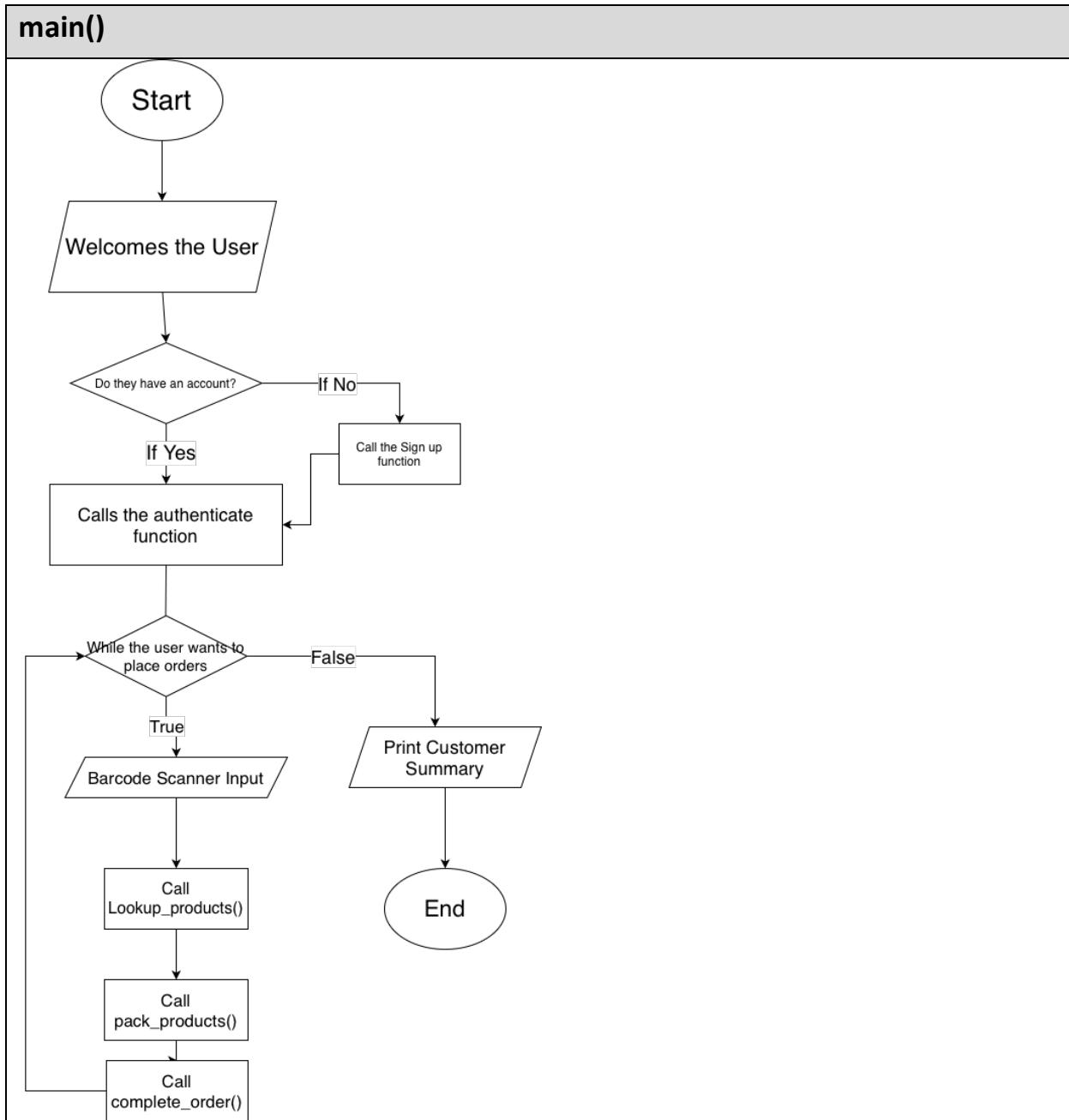
Function	Full Name	MacID
sign_up()	Shuja Wazir	Wazirs4
authenticate()	Jennifer Desbarats	desbaraj
lookup_products()	Kian Diggle	digglek
complete_order()	Shayan Siddiqui	Siddm47
customer_summary()	Habibah Aboueleinin	Aboueh2

MILESTONE 3 (STAGE 2) – FLOWCHART

Action Items
Pack products: <ul style="list-style-type: none"> - Modify terminology for checking products (no python terminology) - Add arrows for checking each product and between the print confirmation message and end Main: <ul style="list-style-type: none"> - Edit to call specific function names

Insert images of flowcharts in the boxes below for the two group functions: pack_products() and main().



**MILESTONE 3 (STAGE 3) –TA CHECK-IN**

During and after your TA check-in document their feedback in the box below.

Feedback

For pack_products():

- Do not use Python terminology in flowchart
- Add arrows connecting the beginning of the loop to each stage of the iteration
- Add arrows connecting the output statements to the end

For main():

- Use function names
- Put complete order inside the while loop

** Feedback already implemented

List out action items to address any of your team's concerns and your TA's feedback

WORK PERIOD: CODE YOUR FUNCTION – COVER PAGETeam ID: **Tues-52**

Please list full names and MacIDs of all *present* Team Members

Full Name:	MacID:
Kian Diggle	digglek
Jennifer Desbarats	desbaraj
Shayan Siddiqui	Siddm47
Shuja Wazir	Wazirs4
Habibah Aboueleinin	Aboueh2

Any student that is **not** present for Design Studio will not be given credit for completion of the worksheet and may be subject to a deduction to their P-1 grade. See course outline for details.

WORK PERIOD: CODE YOUR FUNCTION (STAGE 1) – TA CHECK-INTeam ID: **Tues-52**

During and after your TA check-in document their feedback in the box below.

Feedback
- Looks Good

List out action items to address any of your team's concerns and your TA's feedback

Action Items
- Finish Individual code functions - Integrate individual functions together - Continue working on team functions

MILESTONE 4 (TEAM) – COVER PAGETeam ID: **Tues-52**

Please list full names and MacIDs of all *present* Team Members

Full Name:	MacID:
Kian Diggle	digglek
Jennifer Desbarats	desbaraj
Shayan Siddiqui	Siddm47
Shuja Wazir	Wazirs4
Habibah Aboueleinin	Aboueh2

Any student that is **not** present for Design Studio will not be given credit for completion of the worksheet and may be subject to a deduction to their P-1 grade. See course outline for details.

MILESTONE 4 (STAGE 1) – Q-ARM CODE

Insert screenshots of your Q-Arm code to the box below.

Q-Arm Code Screenshots

```

#!/usr/bin/env python3
# coding: utf-8
#
import sys
sys.path.append("../")
from time import sleep
from Common.qarm_interface_wrapper import *
GRIPPER_IMPLEMENTATION = 1
arm = QArmInterface(GRIPPER_IMPLEMENTATION)
scan_barcode = BarcodeScanner.scan_barcode

# -----
# STUDENT CODE BEGINS
# -----



##GRIPPER MAX OPEN (~ 180 deg)
##SHOULDER MAX (~ 50 deg)
##ELBOW MAX (~ -50 deg)

##These are constant values of the positions of each object
SPONGE_POSITION = (0.5588460498271793, 0.17567335117809524, 0.19145975061150977)
BOTTLE_POSITION = ((0.5417731998260051, 0.10908926028689474, 0.3151814295407535))
SPONGE_POSITION = (0.5588460498271793, 0.17567335117809524, 0.19145975061150977)
BOTTLE_POSITION = ((0.5417731998260051, 0.10908926028689474, 0.3151814295407535))
ROOK_POSITION = (0.5725750344624958, 0.04003834675840798, 0.1119784809667301)
D12_POSITION = 0
BOWL_POSITION = 0
WITCHHAT_POSITION = 0
DEPOSIT_POSITION = 0

# STILL NEED TO DETERMINE THE POSITIONS OF THE OTHER OBJECTS

def pack():
    """
    This function closes the gripper and grabs the object, it then
    moves the object to the packaging station and returns home
    """
    arm.rotate_gripper(180)
    sleep()
    arm.rotate_shoulder(-20)
    arm.home()
    arm.set_arm_position(DEPOSIT_POSITION)
    arm.rotate_gripper(180)
    arm.home()

def sponge():
    """
    This function moves towards the sponge's location and then it packs it using the pack function. an
    additional thing to note is that it sends the arm above the object then rotates the shoulder so that
    it does not approach the object at a harsh angle
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(SPONGE_POSITION)
    arm.rotate_shoulder(18)
    pack()

```

```
def sponge():
    """
    This function moves towards the sponge's location and then it packs it using the pack function, an
    additional thing to note is that it sends the arm above the object then rotates the shoulder so that
    it does not approach the object at a harsh angle
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(SPONGE_POSITION)
    arm.rotate_shoulder(18)
    pack()

def bottle():
    """
    This function is the same as the sponge one, but instead it packs the bottle
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(BOTTLE_POSITION)
    arm.rotate_shoulder(18)
    pack()

def rook():
    """
    This function is the same as the sponge and bottle ones, just for the rook
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(ROOK_POSITION)
    arm.rotate_shoulder(18)
    pack()

def d12():
    """
    This function operates the same as the other ones but for the d12
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(D12_POSITION)
    arm.rotate_shoulder(18)
    pack()

def witchhat():
    """
    The same functionality as the other ones but for the witchhat
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(WITCHHAT_POSITION)
    arm.rotate_shoulder(18)
    pack()

def bowl():
    """
    Same thing but just for the bowl
    """
    arm.rotate_gripper(180)
    arm.set_arm_position(BOWL_POSITION)
    arm.rotate_shoulder(18)
    pack()

# STUDENT CODE ENDS
```

MILESTONE 4 (STAGE 3) – TA CHECK-IN

During and after your TA check-in document their feedback in the box below.

Feedback

- Make the arm on the rack longer.

List out action items to address any of your team's concerns and your TA's feedback

Action Items

- Reprint fixed mechanism with longer arm.
- Complete Q-arm code for each object.
- Fix gears to prevent getting stuck.

Milestone 1 (Individual) – Cover Page

Team ID: Tues-52

Please list full name and MacID.

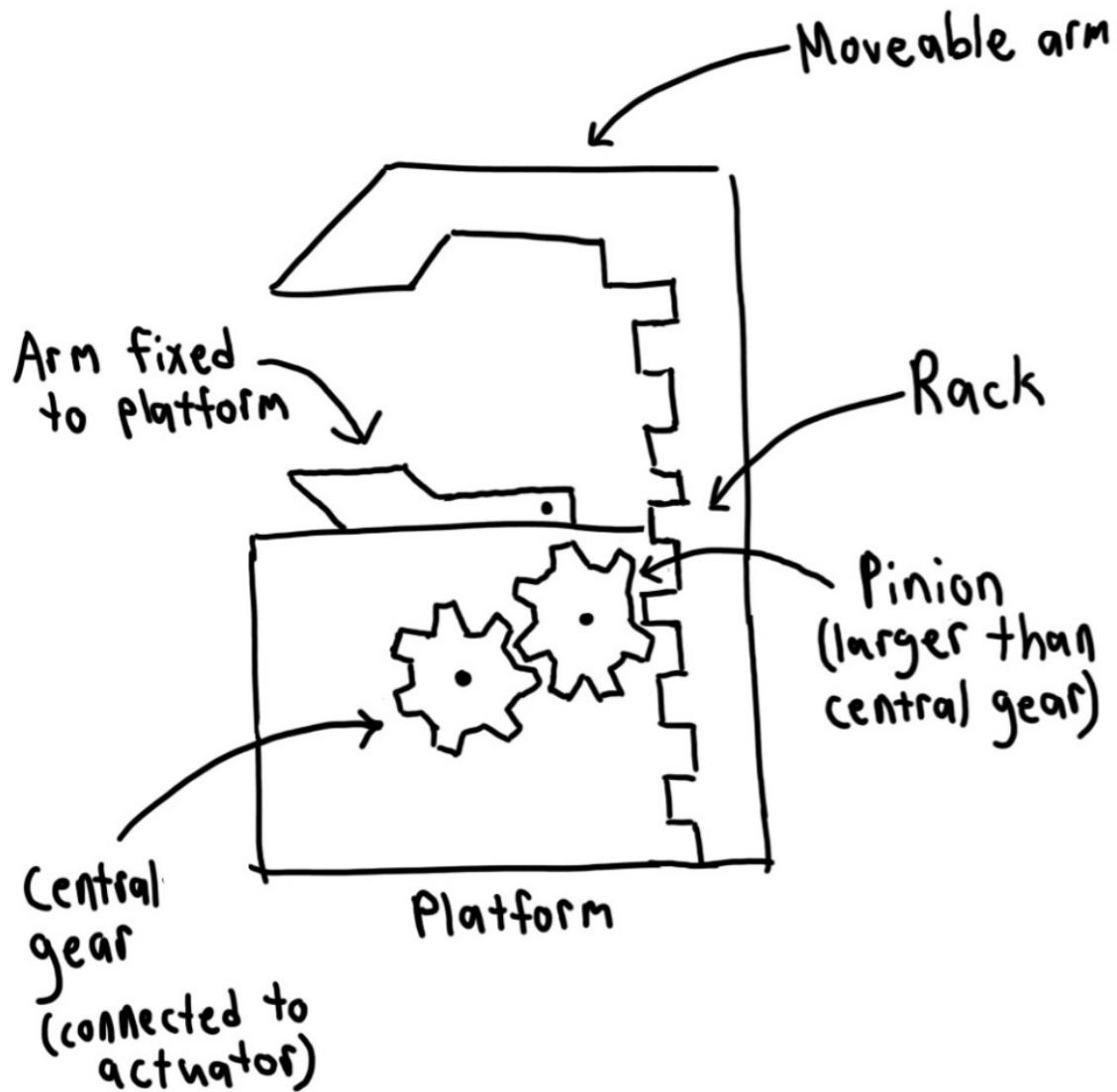
Full Name:	MacID:
Kian Diggle	digglek

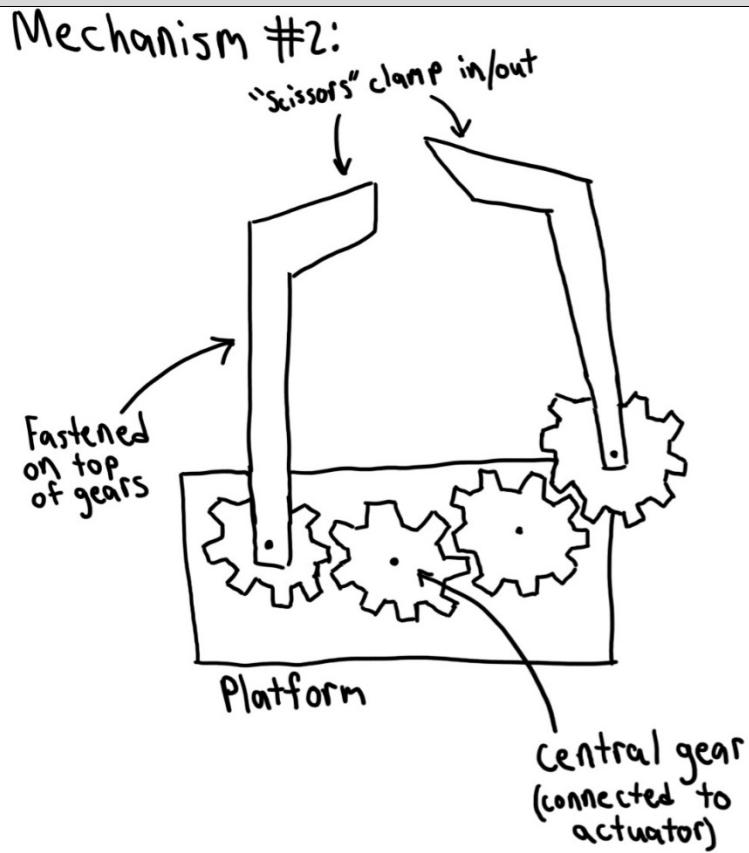
Team ID: Tues-52

Insert images of your initial mechanism sketches in the box below.

Sketch #1

Mechanism #1:



Sketch #2

* All gears sit above platform

Select one or more objectives for your design and explain how you plan to optimize it for each.

Justification

- Strong grip, used in Sketch #1 by the horizontally fixed arm, pushing against the moveable arm on the rack
- Strong grip, used in Sketch #2 by the "scissors/clamp," where the object would be gripped well using the two arms
- Mobility, used in Sketch #1 through the moveable rack sliding against the fixed arm
- Mobility, used in Sketch #2 through the two arms, which sit above the gears and are controlled through the central gear
- Will make each design as lightweight as possible, to reduce waste and optimize
- Reduce the weight of the rack and central gears, as well as making the clamps extremely light

Milestone 2 (Individual) – Cover Page**Team ID:** Tues-52

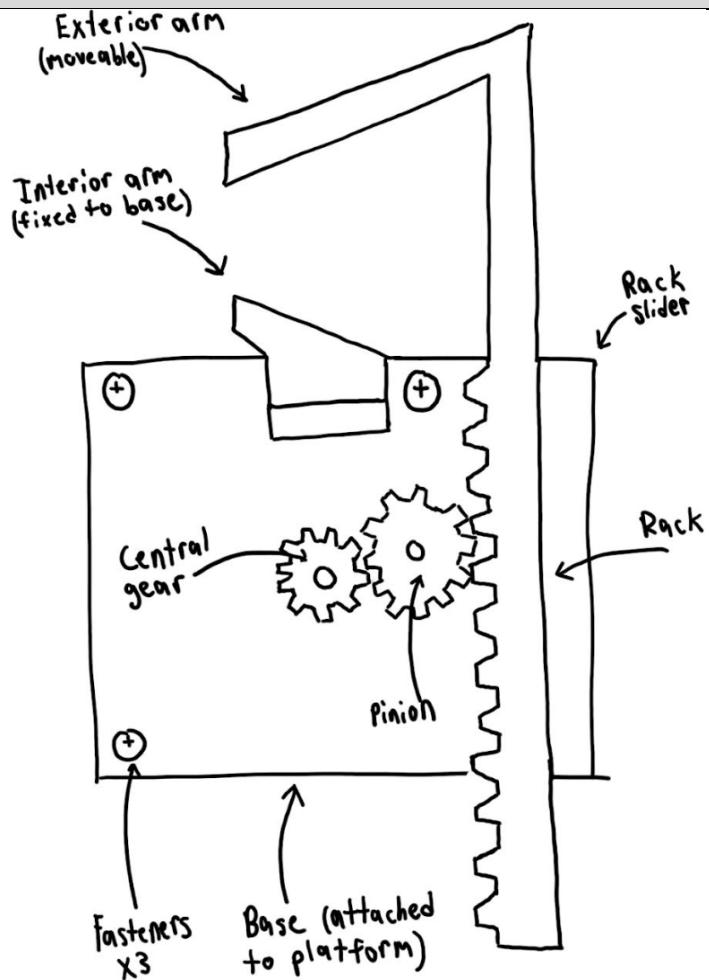
Please list full name and MacID.

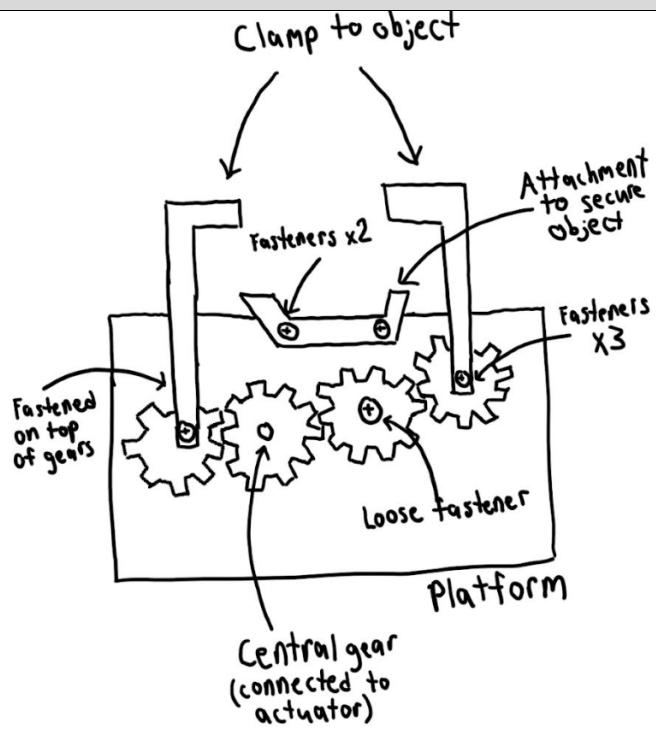
Full Name:	MacID:
Kian Diggle	digglek

Team ID: Tues-52

This is an individual deliverable and should be completed by each team member **prior to Design Studio**.

Attach images to the following three boxes of your mechanism sketch concepts and ideas.

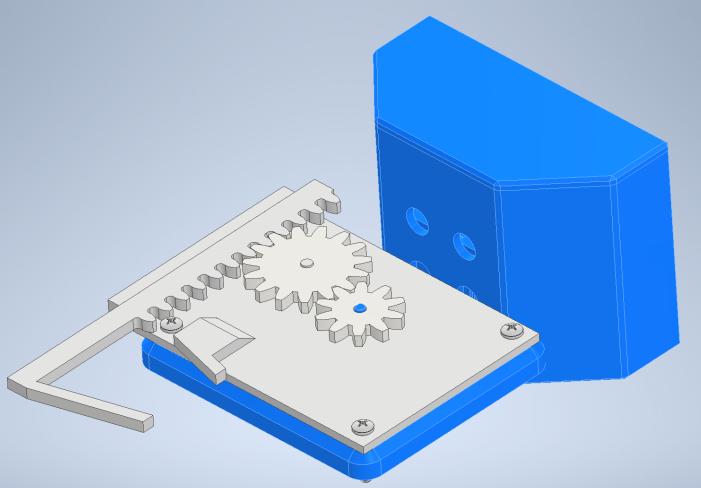
Refined Sketch #1

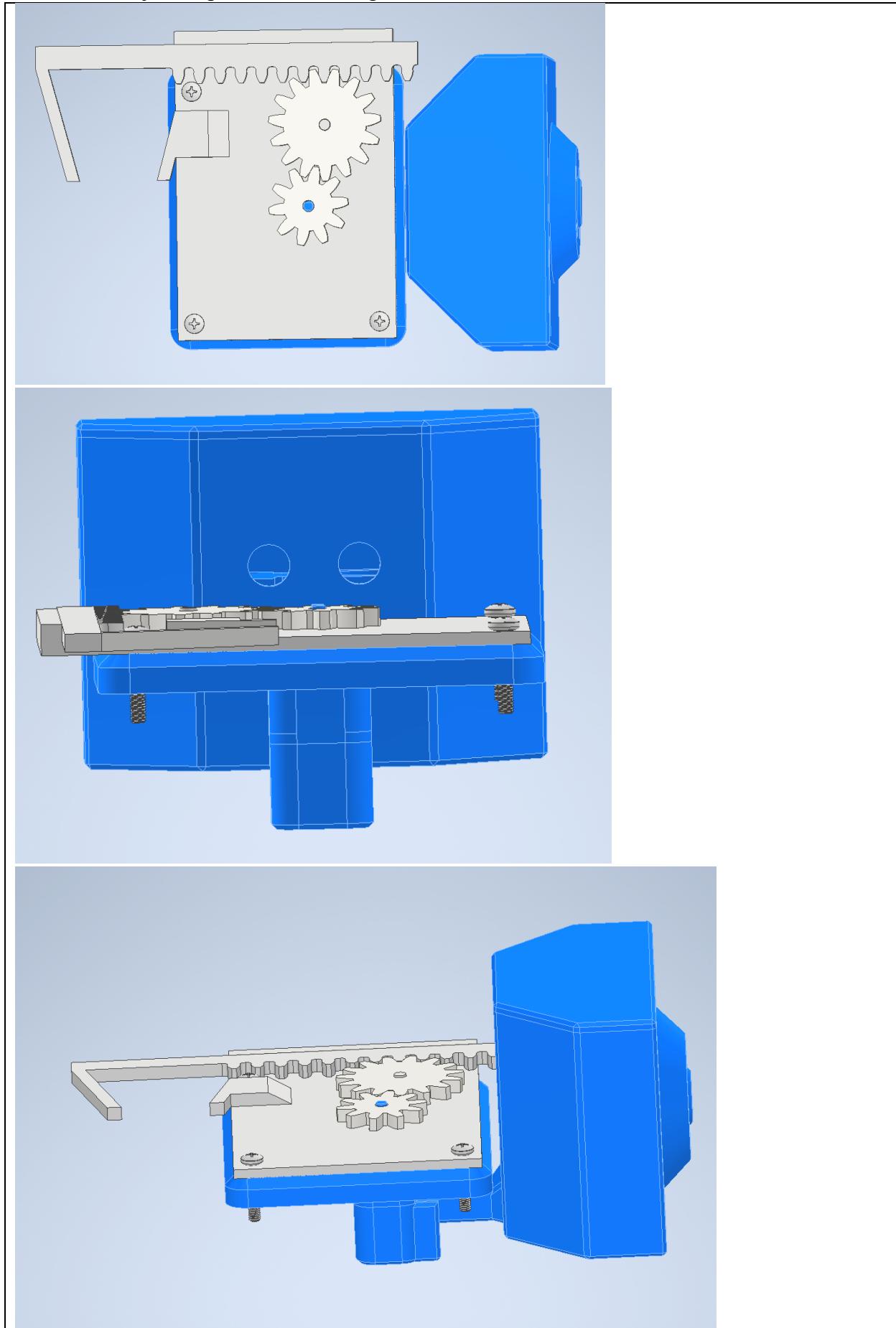
Refined Sketch #2

- * All gears sit above platform
- * Actuator controls central gear, spins all other gears

CAD Model Screenshots

Include screenshots of the top, front, right and isometric views of your CAD model. All design features of your CAD model should be visible.





Select one or more objectives for your design and explain how you plan to further optimize it for each.

Justification
<ul style="list-style-type: none">-Stronger grip/versatility, which can be done through slanted arm pieces. This will predominantly aid in picking up objects 4 and 5, which have slanted main bodies-Make the rack longer, to be able to reach all objects and accommodate all widths-Curved shape for the moveable and fixed arm-Extend the base to accommodate for a longer rack

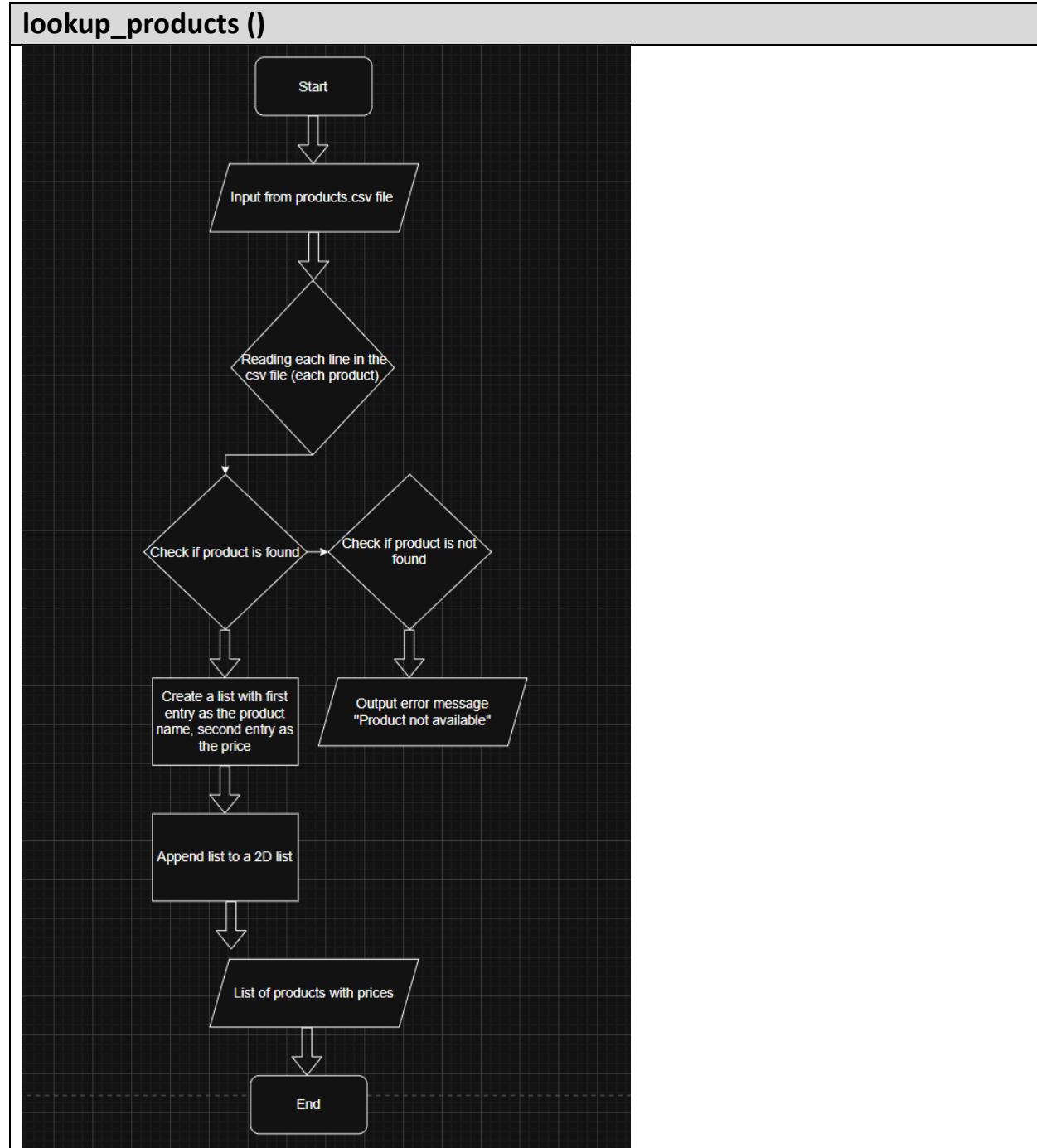
Team ID: Tues-52

Please list full name and MacID.

Full Name:	MacID:
Kian Diggle	digglek

Team ID: Tues-52

Insert an image of flowchart in the box for your assigned function. Also change the name of the function to match your assigned function.



Milestone 1 (Individual) – Cover Page

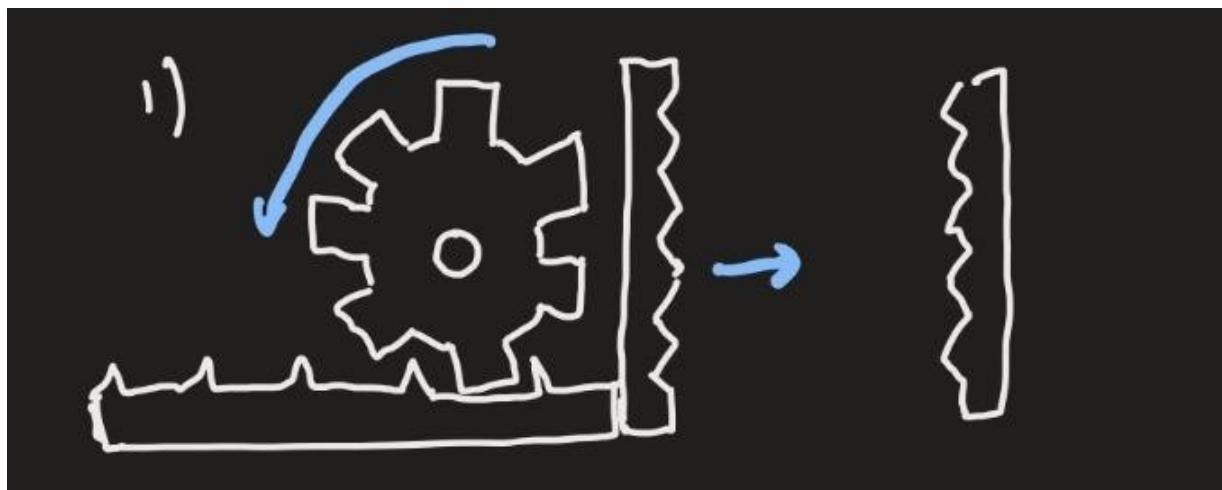
Team ID: **Tues-52**

Please list full name and MacID.

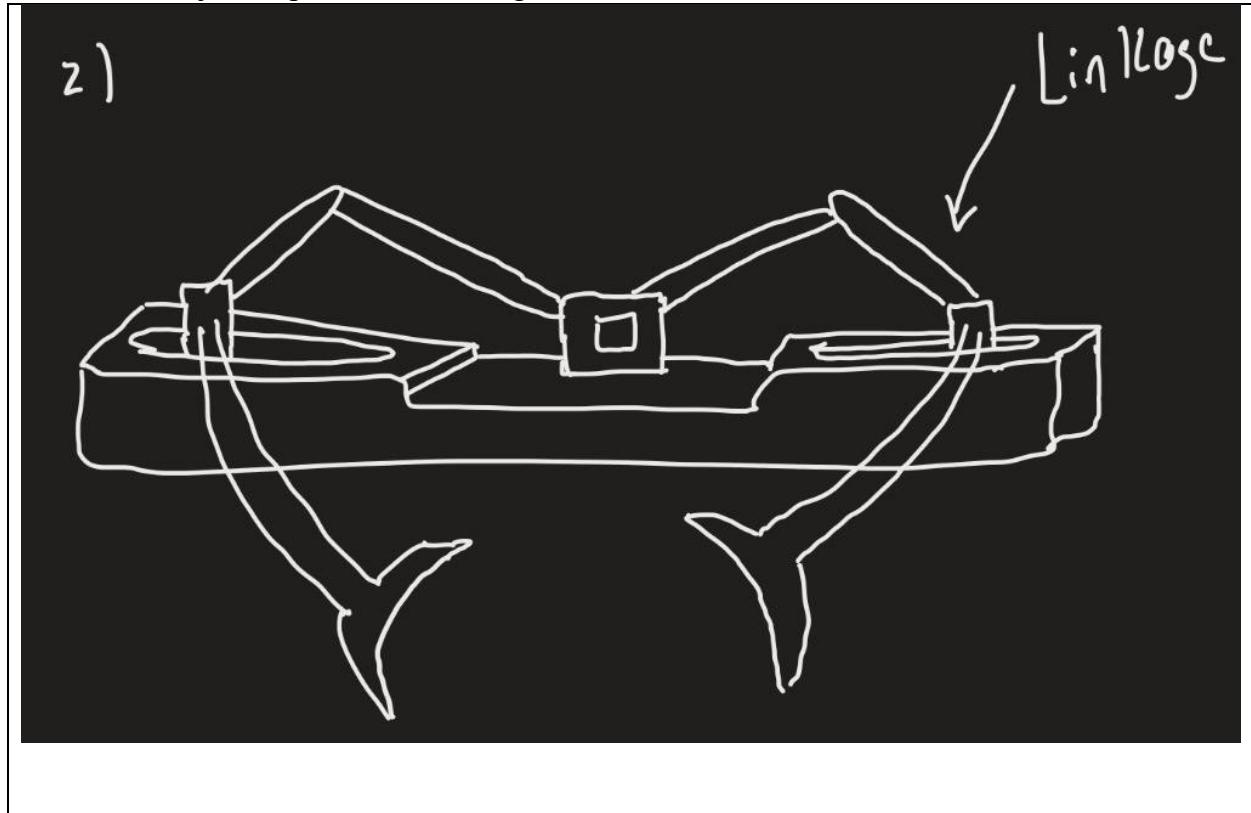
Full Name:	MacID:
Shuja Wazir	Wazirs4

Insert images of your initial mechanism sketches in the box below.

Sketch #1



Sketch #2



Select one or more objectives for your design and explain how you plan to optimize it for each.

Justification

With design number 1, as the gear rotates the rack and pinion closes until the spikes meet creating a pinching force that grips onto the object and holds it tight. An important thing to consider is that only one side moves and the other one stays stationary, in this example the leftmost side is the one that is moving, and the rightmost side is stationary.

Justification

With design number 2, the servo is connected to the piece in the middle and as it rotates it moves the linkages closer together so that the arms at the end meet up but not fully clamped, the idea with this one is for more circular objects so that they may be picked up at the edges whereas the first design may not able to pick up circular objects as efficiently.

Team ID: Tues-52

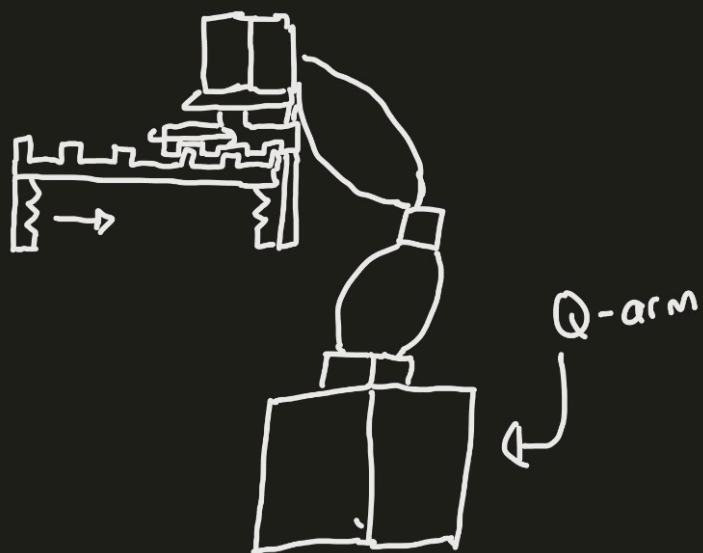
Please list full name and MacID.

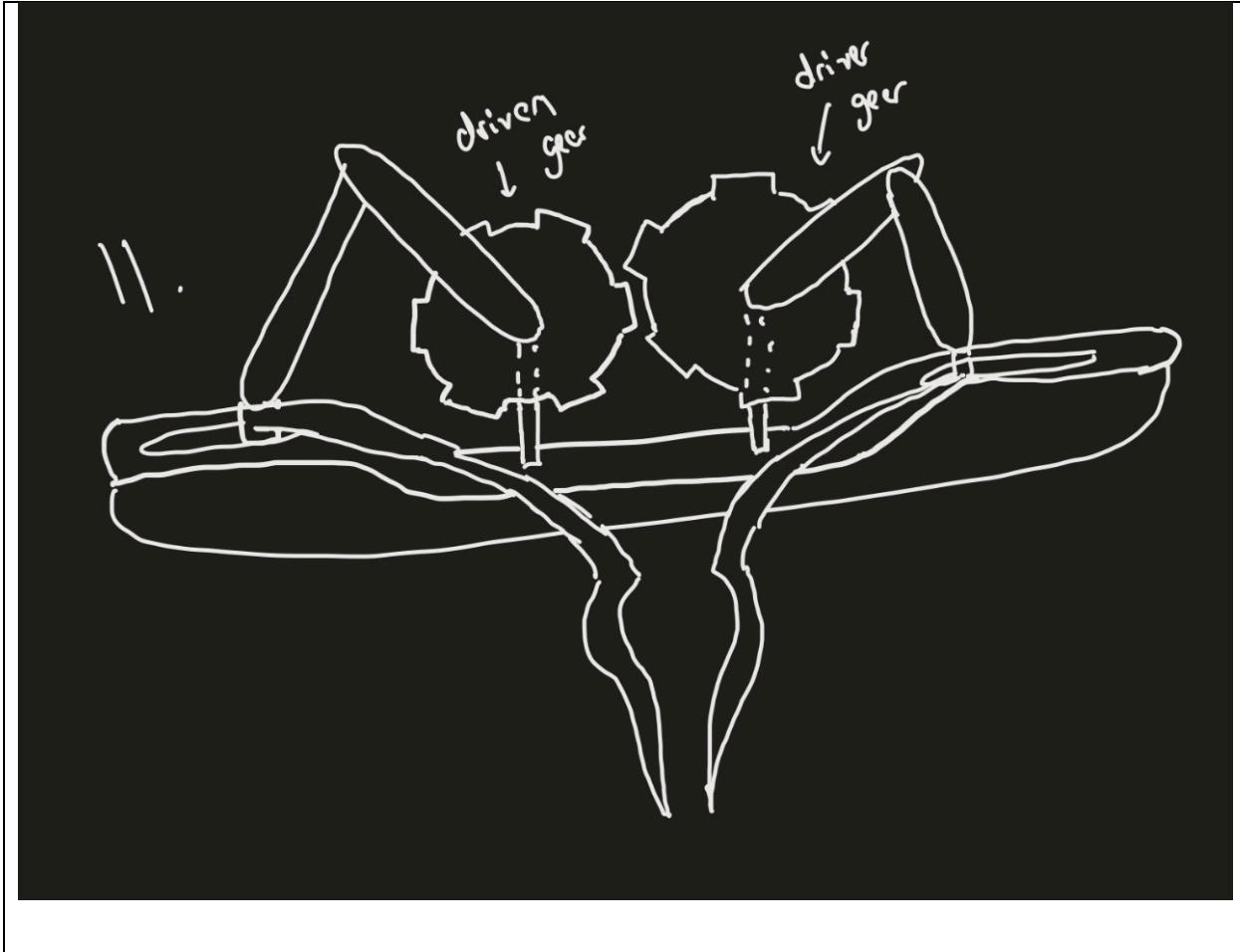
Full Name:	MacID:
Shuja Wazir	wazirs4

Team ID: Tues-52

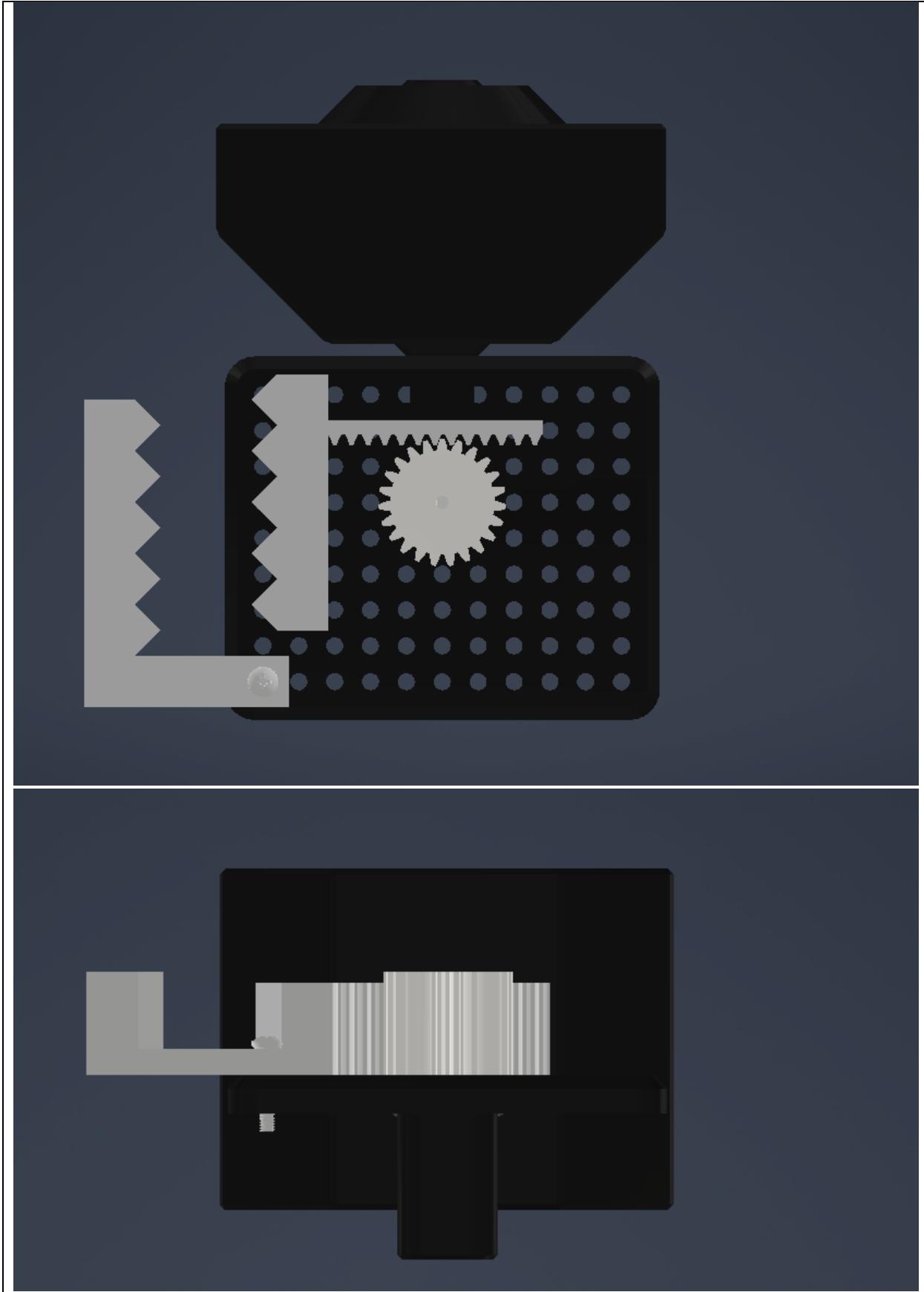
This is an individual deliverable and should be completed by each team member **prior to Design Studio.**

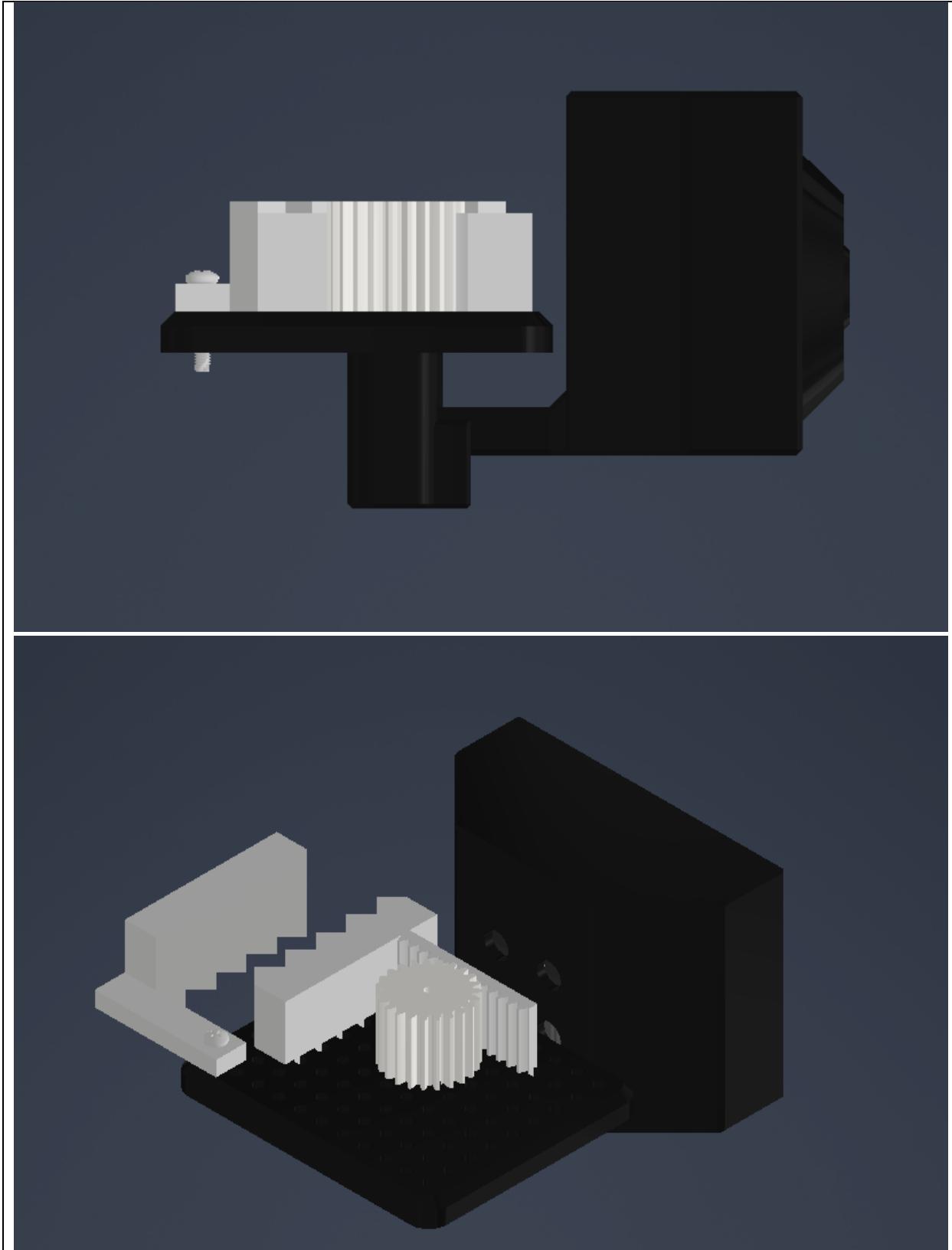
Attach images to the following three boxes of your mechanism sketch concepts and ideas.

Refined Sketch #1**Refined Sketch #2**

**CAD Model Screenshots**

Include screenshots of the top, front, right and isometric views of your CAD model. All design features of your CAD model should be visible.





Select one or more objectives for your design and explain how you plan to further optimize it for each.

Justification

One objective that I want to solve is the weight issue, how I could further optimize it is by making the width of the objects smaller because as it is right now the width is way larger than it needs to be. By reducing the width it uses less material, adds less friction and also makes it weigh less.

MILESTONE 3 (INDIVIDUAL) – COVER PAGE

Please list full name and MacID.

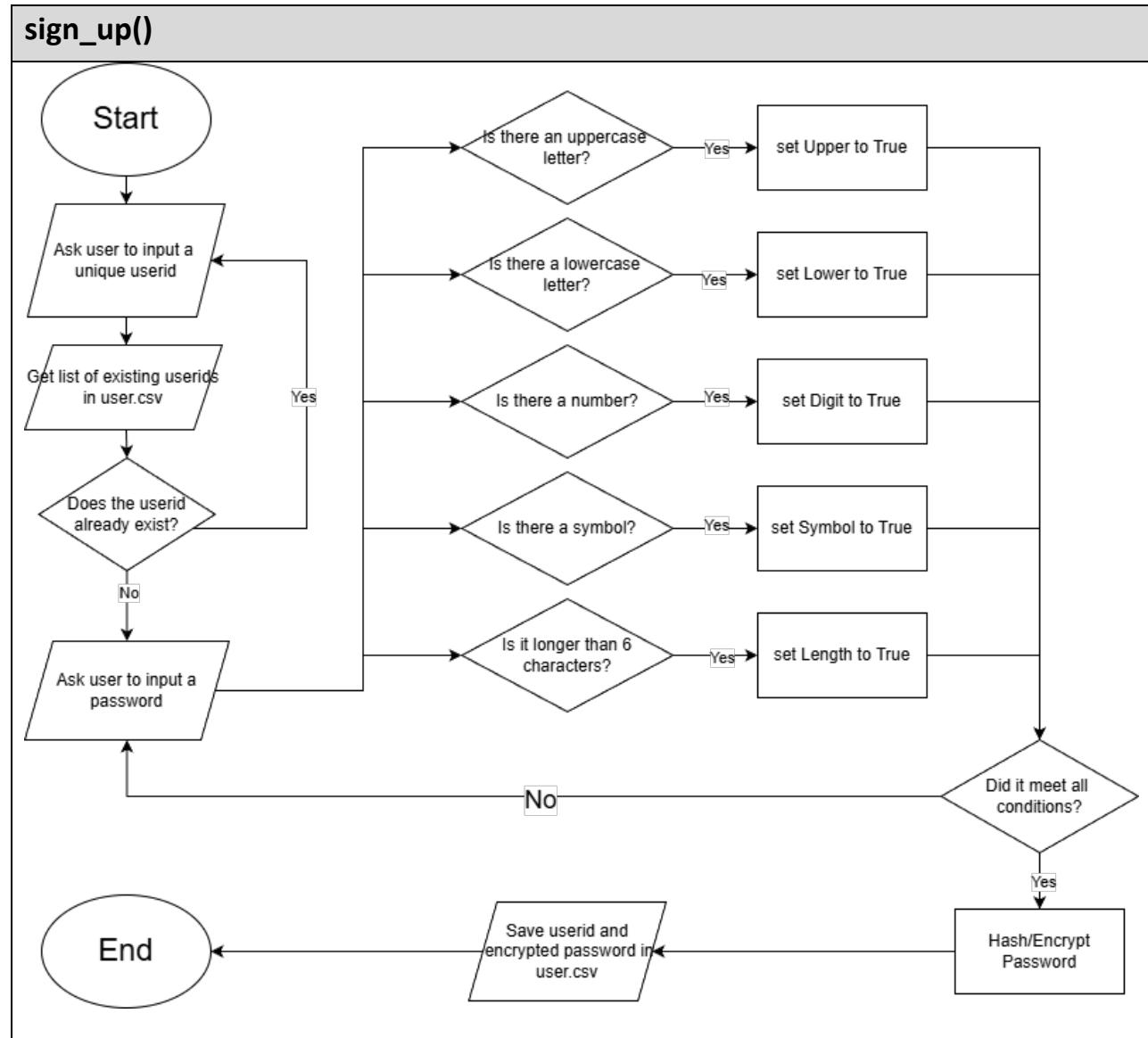
Full Name:	MacID:
Shuja Wazir	wazirs4

Team ID:

Tues-52

Insert an image of flowchart in the box for your assigned function.

Also change the name of the function to match your assigned function.



Milestone 1 (Individual) – Cover Page

Team ID: Tues-52

Please list full name and MacID.

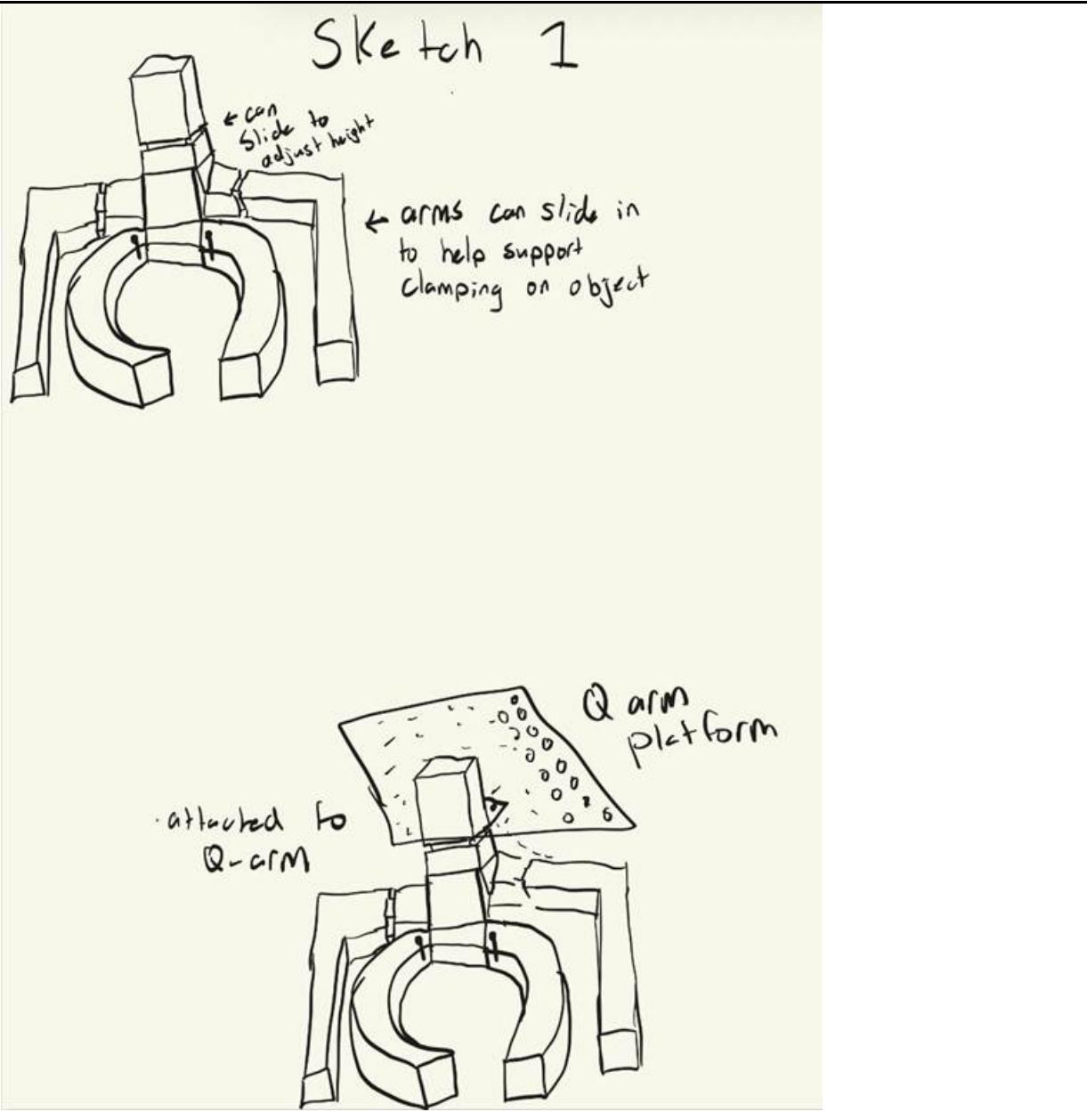
Full Name:	MacID:
Jennifer	Desbarats

Milestone 1 (Stage 2) – Mechanism Concept sketches

Team ID: Day-##

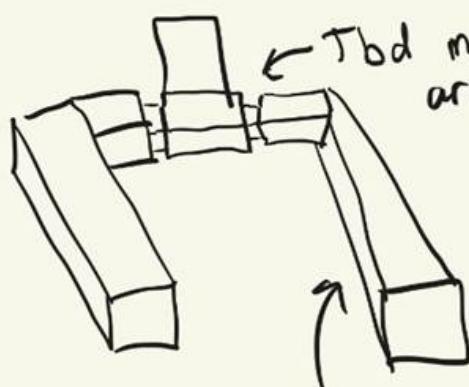
Insert images of your initial mechanism sketches in the box below.

Sketch #1



Sketch #2

Sketch 2



Tbd mechanic to make the
arms slide

Soft inside padding
to mold around
objects

Select one or more objectives for your design and explain how you plan to optimize it for each.

Justification

Objective for design is to be able to effectively pick up objects of different sizes, shapes and rigidity. In my second design, I put foam or a soft material on the inside of the grips to be able to properly mold around each object with a more malleable material.

Another objective for design is to be able to securely pick up objects. My first design has arms that are circular to mold around objects. To properly secure the object, a sliding pair of straight arms will come it to solidify the hold and potentially apply more support.

Individual Worksheet (Jen):

Milestone 2 (Individual) – Cover Page

Team ID: Tues-52

Please list full name and MacID.

Full Name:	MacID:
Jennifer Desbarats	desbaraj

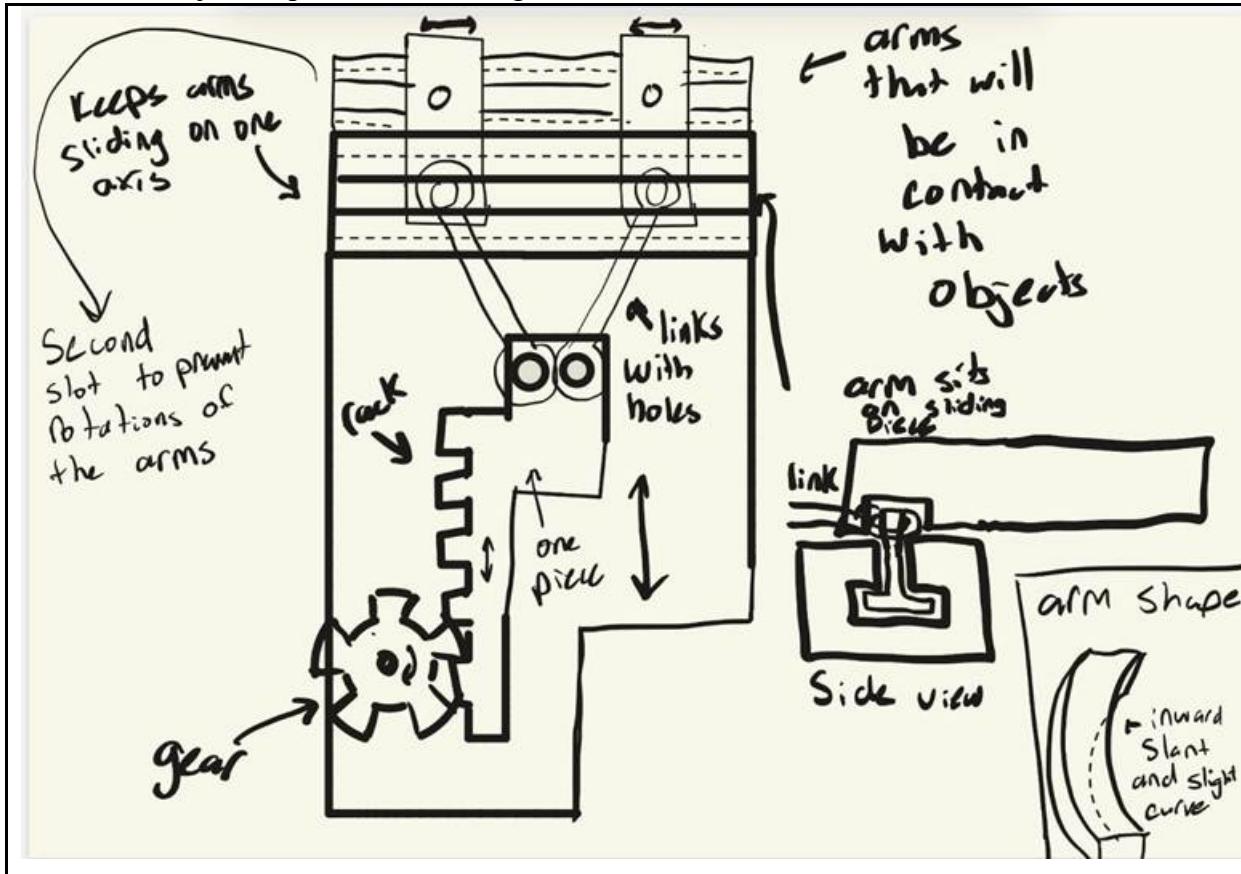
Milestone 2 (Stage 1) – Finalized Concept Sketches and CAD Model worksheet

Team ID: Day-##

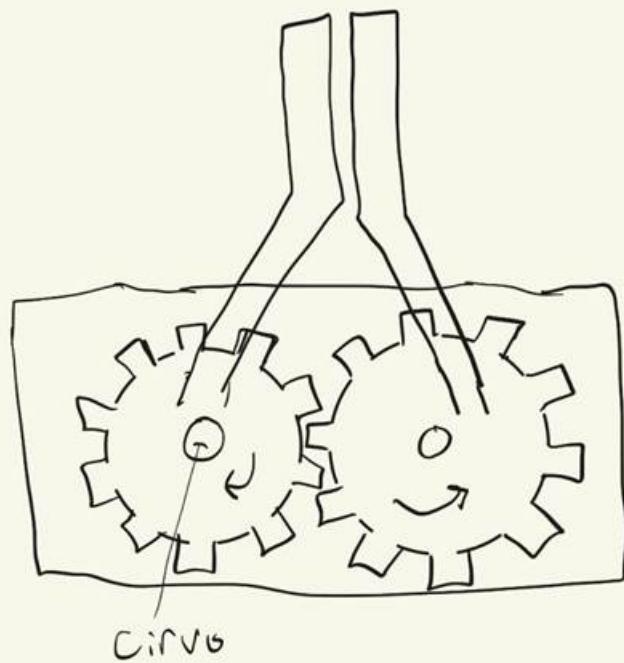
This is an individual deliverable and should be completed by each team member **prior** to Design Studio.

Attach images to the following three boxes of your mechanism sketch concepts and ideas.

Refined Sketch #1

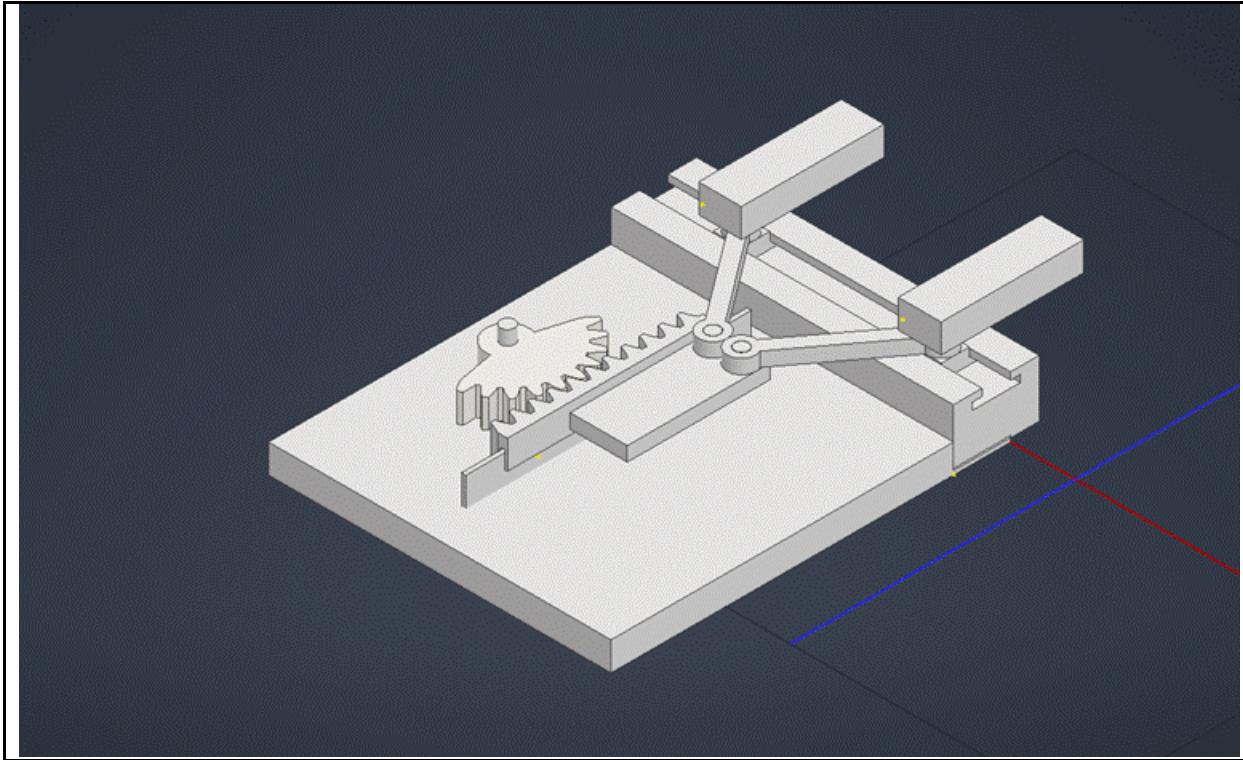


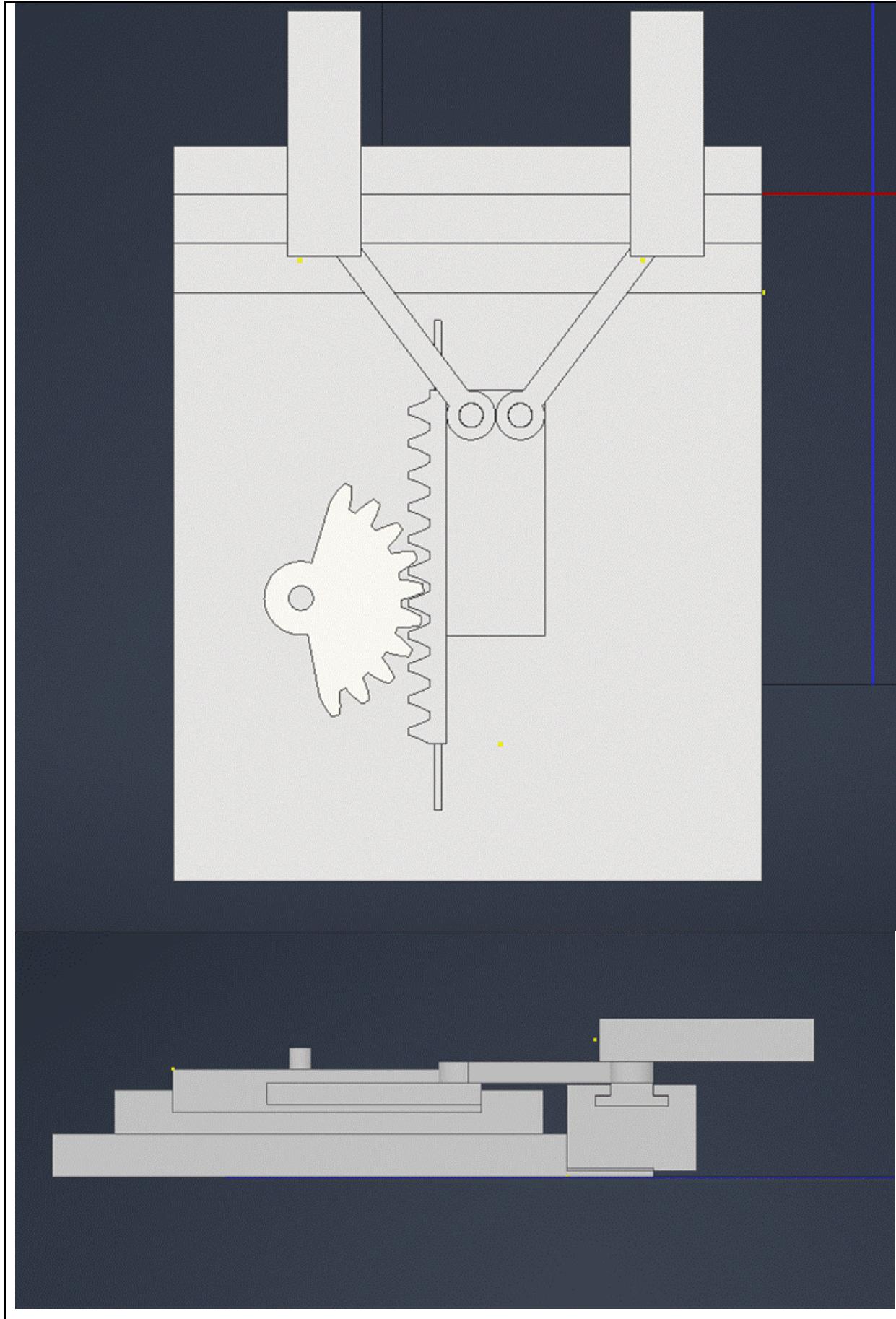
Refined Sketch #2



CAD Model Screenshots

Include screenshots of the top, front, right and isometric views of your CAD model. All design features of your CAD model should be visible.





Select one or more objectives for your design and explain how you plan to further optimize it for each.

Justification

An issue with my design is that the arms will rotate when they come into contact with an object. To fix this, we need to add a second contact point as with 2 contact points it wont rotate. A second slot could be added with a second contact point to fix this.

Another objective with my design is to be light. To further optimize this, material from the base could be cut out to make the whole design lighter.

Milestone 3 (Individual) – Cover Page

Team ID: **Tues-52**

Please list full name and MacID.

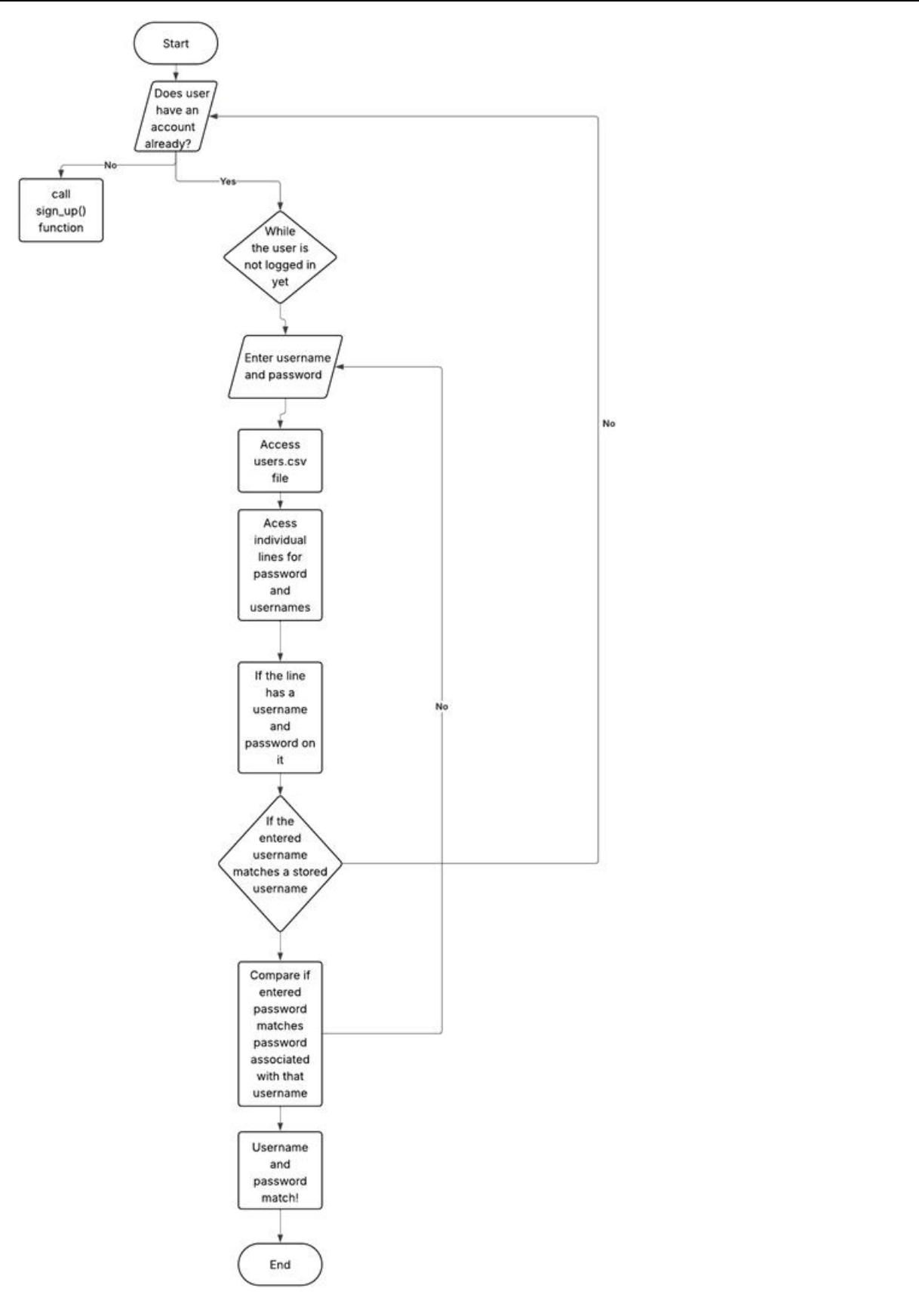
Full Name:	MacID:
Jennifer Desbarats	desbaraj

Milestone 3 (Stage 2) – Flowchart

Team ID: **Day-##**

Insert an image of flowchart in the box for your assigned function. Also change the name of the function to match your assigned function.

authenticate()



MILESTONE 1 (INDIVIDUAL) – COVER PAGE

Please list full name and MacID.

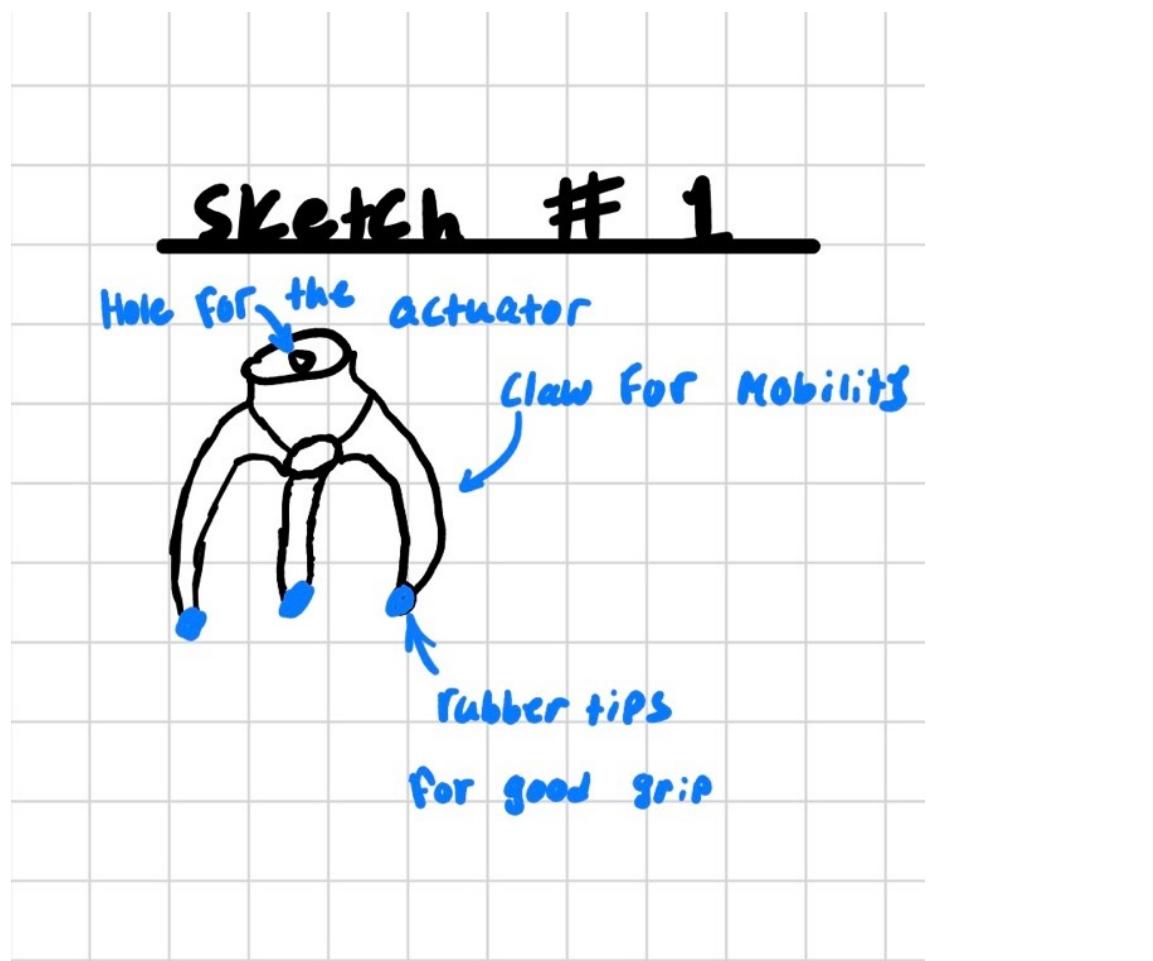
Full Name:	MacID:
Shayan Siddiqui	Siddm47

MILESTONE 1 (STAGE 2) – MECHANISM CONCEPT SKETCHES

Team ID: Tues -52

Insert images of your initial mechanism sketches in the box below.

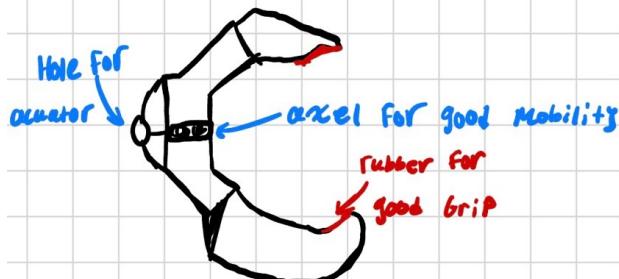
Sketch #1



Sketch #2

Project 1 Design Sketch

Sketch # 2



Select one or more objectives for your design and explain how you plan to optimize it for each.

Justification

One of the objectives are that it should have a good grip. This is achieved by the rubber ends on the claws to make sure that the designated items don't slip out of the claw.

Another objective was to have it be versatile so that it can pick up unique items. This is accounted for in sketch 1 since having 3 fingers on the claw which allows for the claw to be able to pick up different kinds of objects.

MILESTONE 2 (INDIVIDUAL) – COVER PAGE

Tues-52

Please list full name and MacID.

Full Name:	MacID:
Shayan Siddiqui	Siddm47

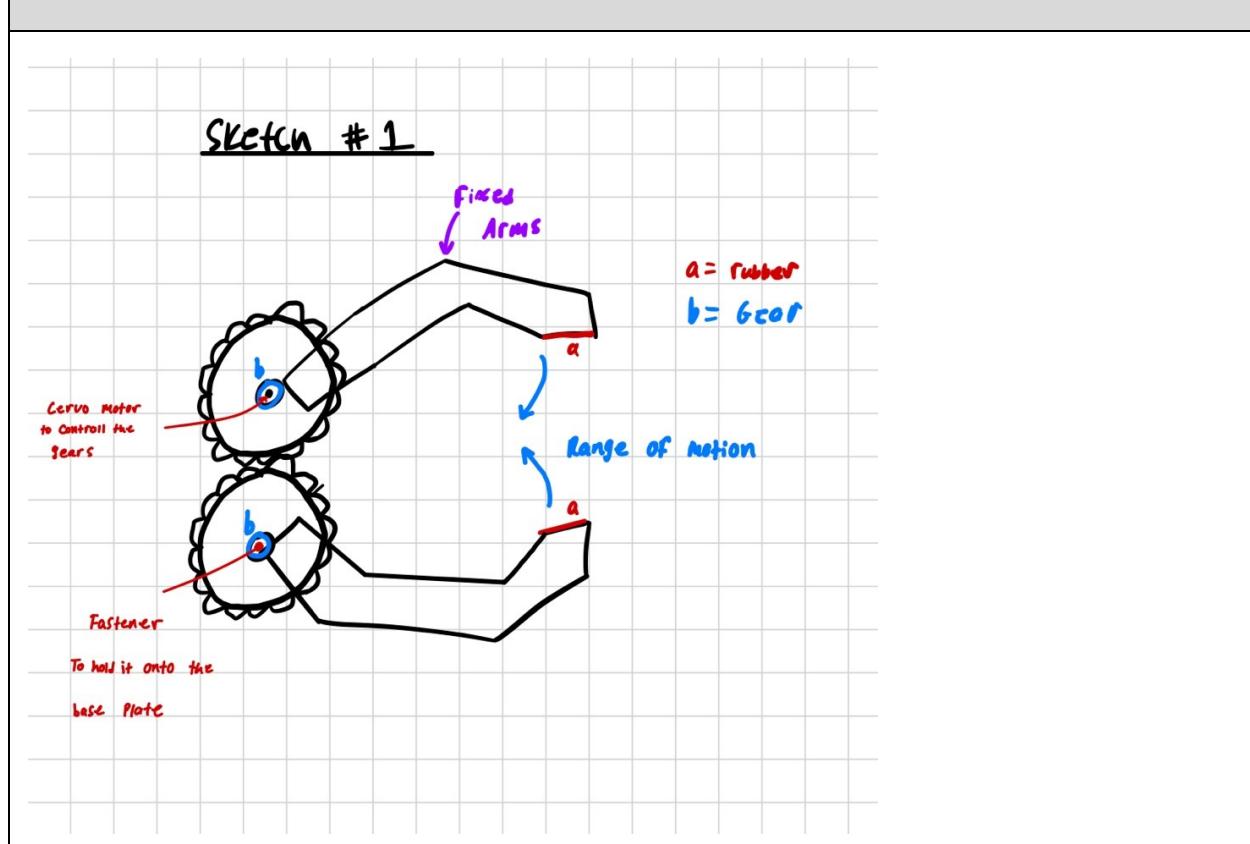
MILESTONE 2 (STAGE 1) – FINALIZED CONCEPT SKETCHES AND CAD MODEL WORKSHEET

Team ID: Tues-52

This is an individual deliverable and should be completed by each team member **prior** to Design Studio

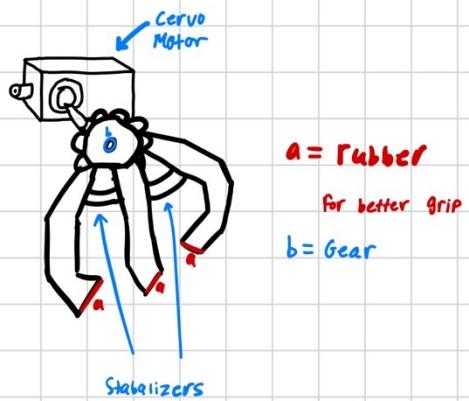
Attach images to the following three boxes of your mechanism sketch concepts and ideas.

Refined Sketch #1

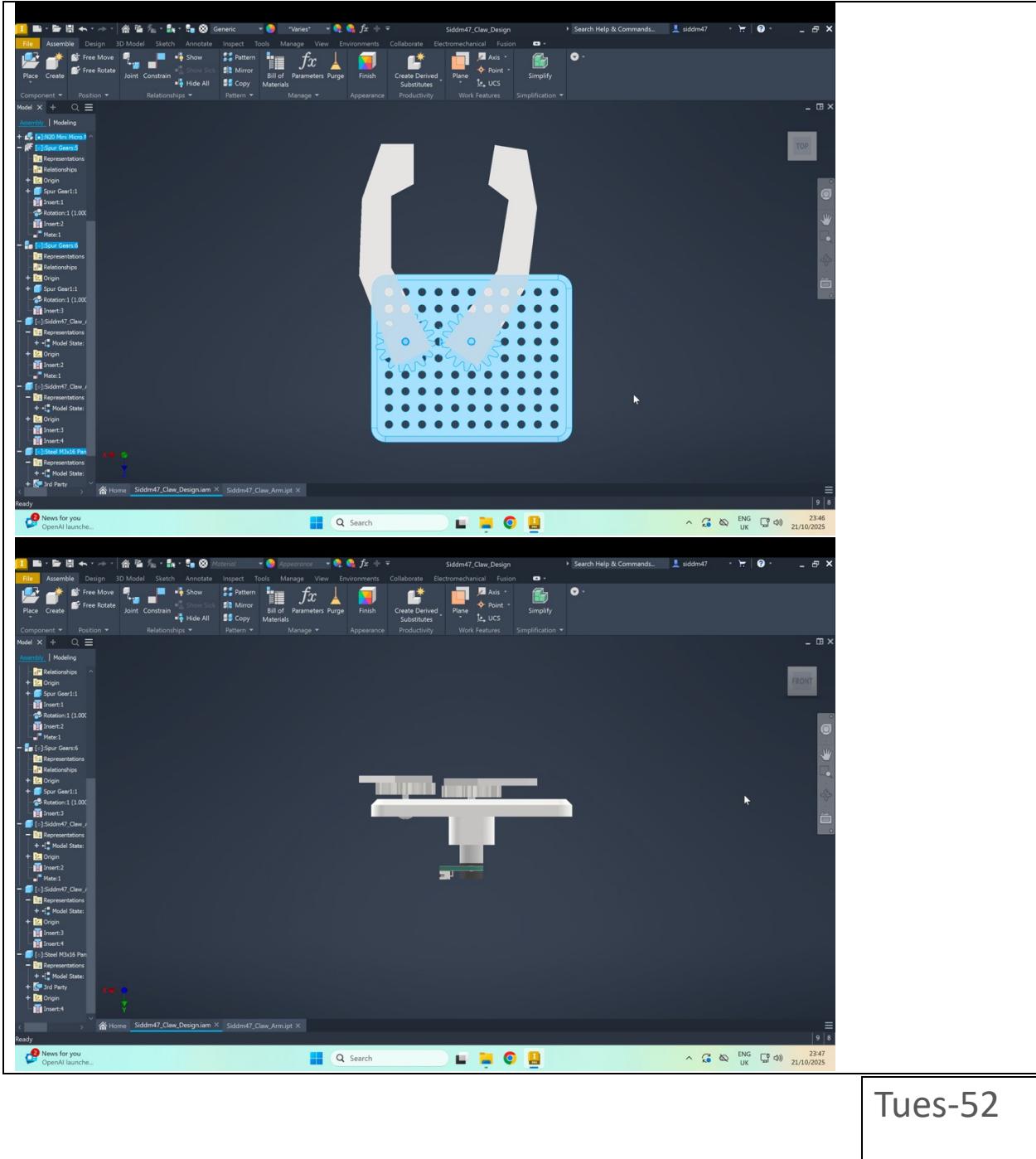


Tues-52

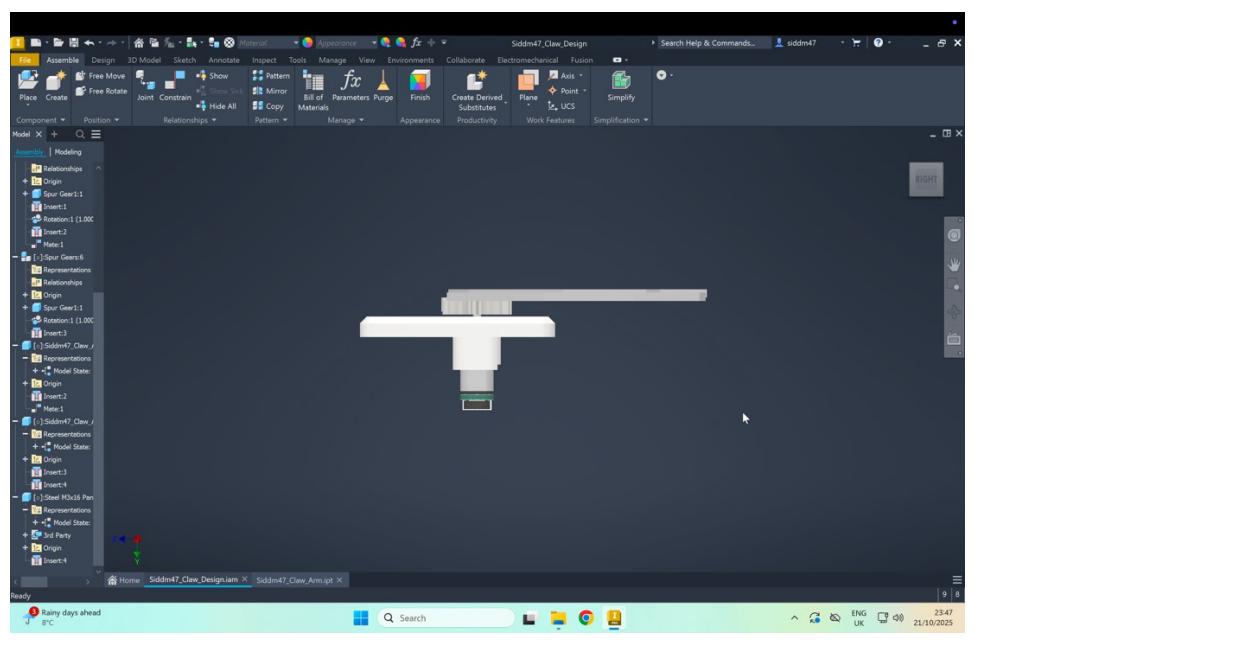
Refined Sketch #2

Sketch # 2**CAD Model Screenshots**

Include screenshots of the top, front, right and isometric views of your CAD model. All design features of your CAD model should be visible.



Tues-52



Select one or more objectives for your design and explain how you plan to further optimize it for each.

Justification

An objective for my design is that it should have a strong grip. After my TA check in I got some feedback that the hands of my claws should maybe be a bit thicker so that it could be more sturdy and handle heavier objects and be able to hold on to the items without breaking.

Another objective is that it should be able to pick up a variety of different objects. Again this could be optimized by perhaps adding some angles to the arms of the claw so it could get under the objects and be able to pick up more items.

MILESTONE 3 (INDIVIDUAL) – COVER PAGE

Team
ID:

Please list full name and MacID.

Full Name:	MacID:
Shayan Siddiqui	Siddm47

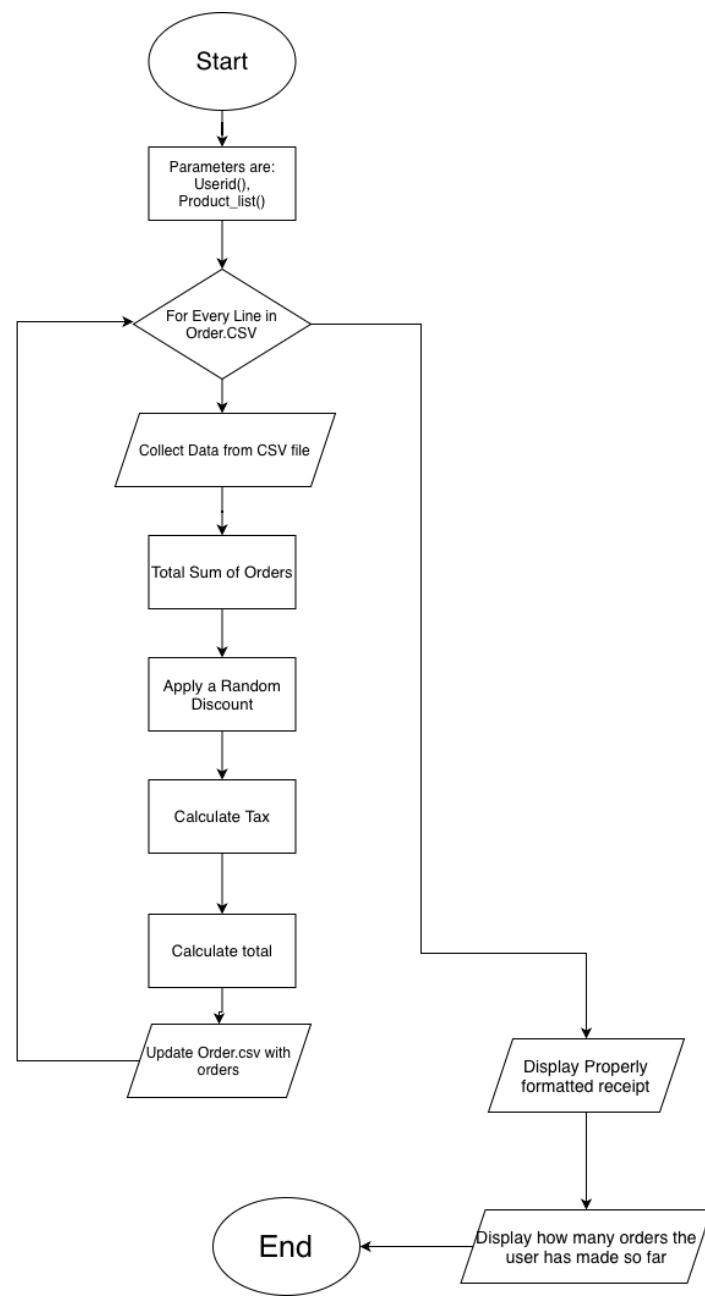
MILESTONE 3 (STAGE 2) – FLOWCHART

Team
ID:

Tues-52

Insert an image of flowchart in the box for your assigned function. Also change the name of the function to match your assigned function.

complete_order()



Milestone 1 (Individual) – Cover Page

Team ID: Tues-52

Please list full name and MacID.

Full Name:	MacID:
Habibah Aboueleinin	Aboueh2

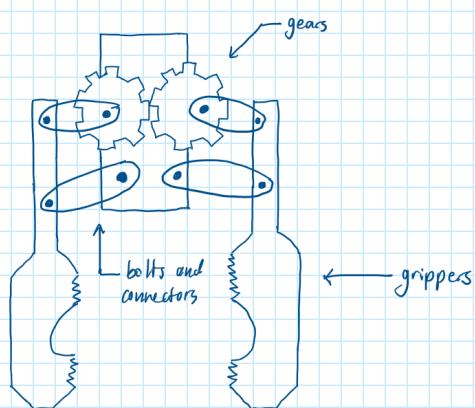
Team ID: Tues-52

Insert images of your initial mechanism sketches in the box below.

Sketch #1

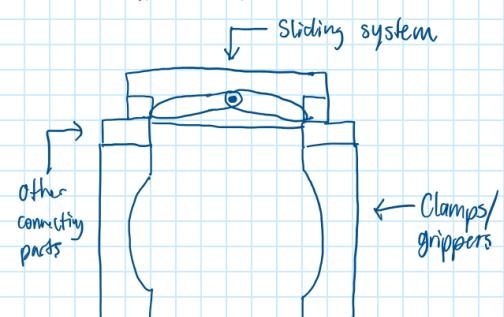
Sketch 1

Tuesday, October 7, 2025 4:32 PM

**Sketch #2**

Sketch 2

Tuesday, October 7, 2025 10:21 PM



Select one or more objectives for your design and explain how you plan to optimize it for each.

Justification

One of the objectives my group and I discussed was that it should be versatile to pick up different shapes. In my sketches, I specifically chose to add those inner rounded parts to the clamps/grippers to expand the options of what this system can retrieve. In sketch one, having a rigid edge on the grippers also helps minimize friction making it easier to pick up objects with smoother surfaces. In sketch two, the sliding feature and the round edge make a perfect team to carry small objects and different shapes.

Team ID: Tues-52

Please list full name and MacID.

Full Name:	MacID:
Habibah Aboueleinin	Aboueh2

Team ID: Day-##

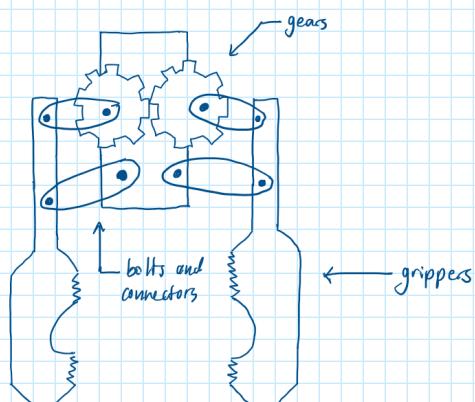
This is an individual deliverable and should be completed by each team member **prior** to Design Studio.

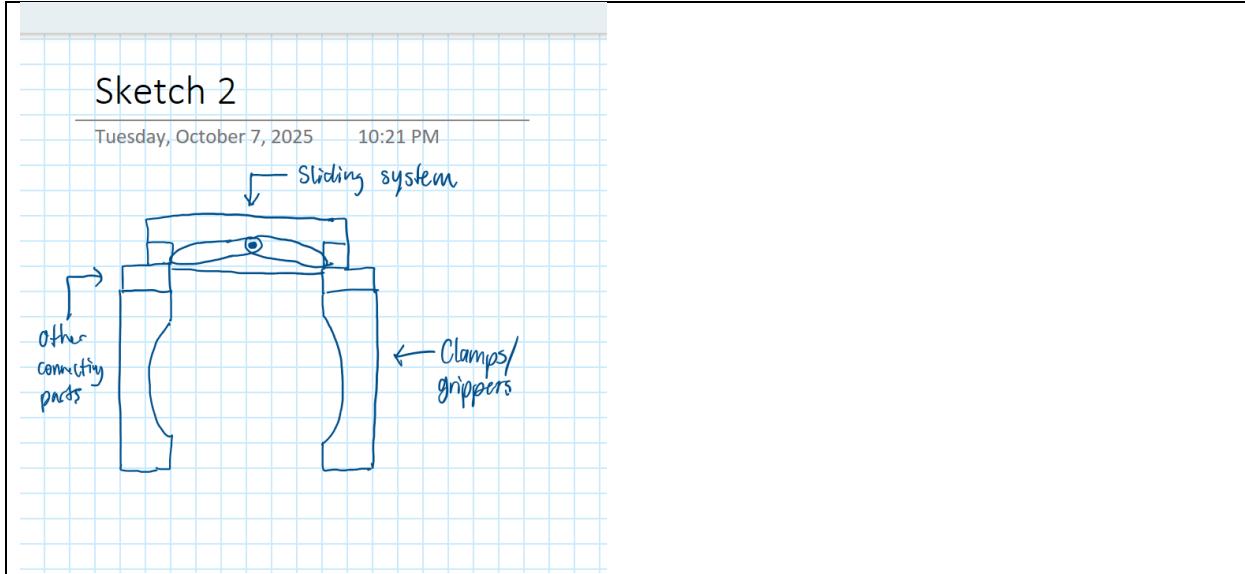
Attach images to the following three boxes of your mechanism sketch concepts and ideas.

Refined Sketch #1

Sketch 1

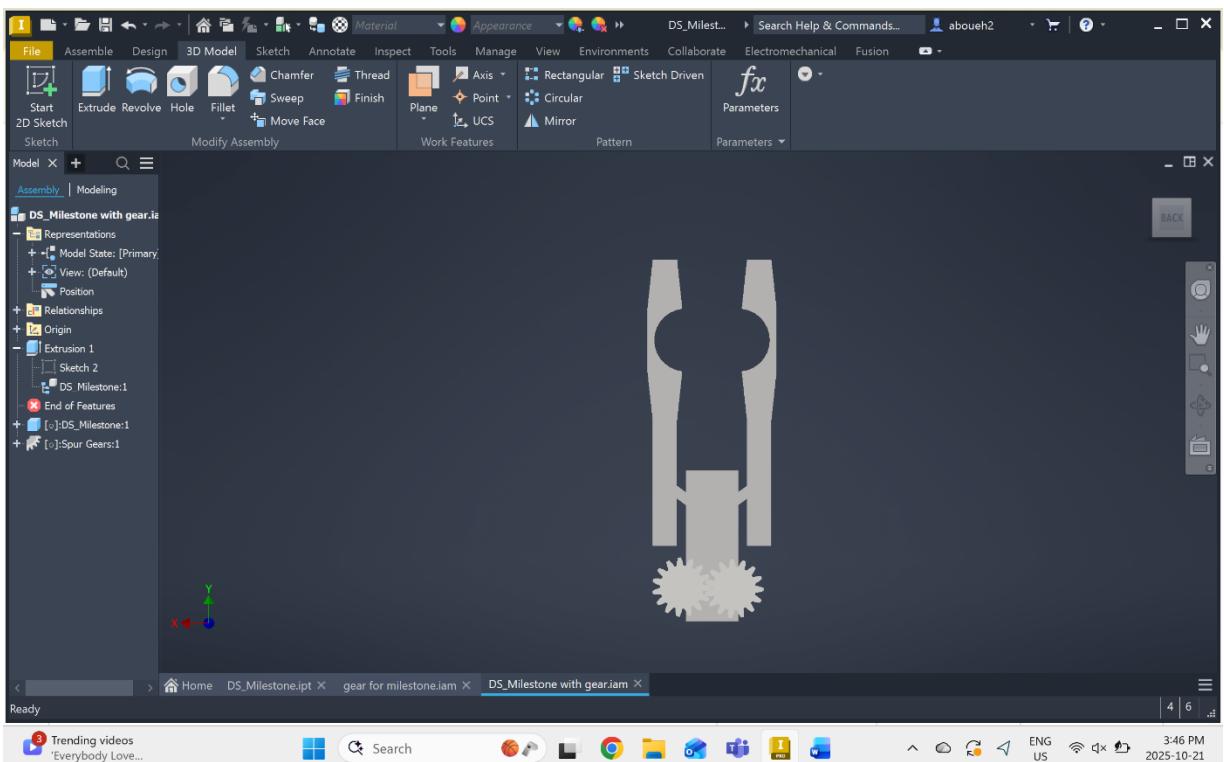
Tuesday, October 7, 2025 4:32 PM

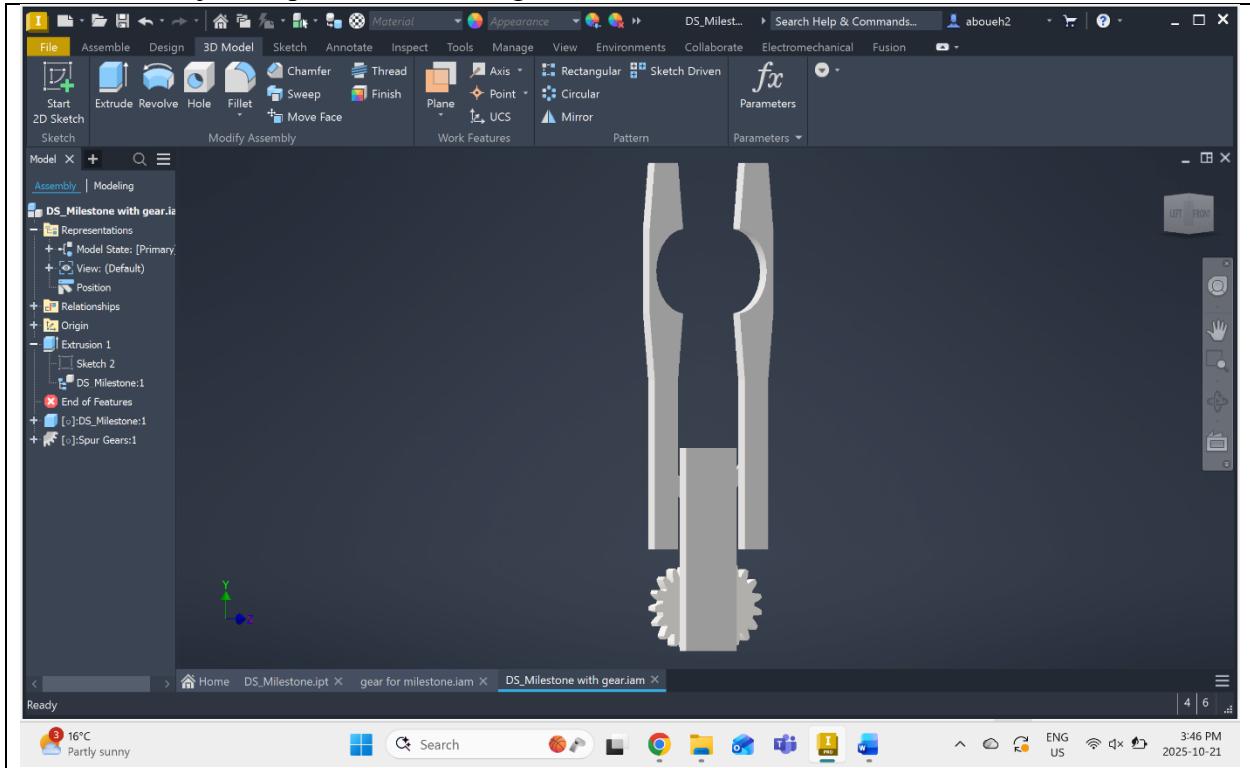
**Refined Sketch #2**



CAD Model Screenshots

Include screenshots of the top, front, right and isometric views of your CAD model. All design features of your CAD model should be visible.





Select one or more objectives for your design and explain how you plan to further optimize it for each.

Justification

One of the objectives my group and I discussed was that it should be versatile to pick up different shapes. In my sketches, I specifically chose to add those inner rounded parts to the clamps/grippers to expand the options of what this system can retrieve. In sketch one, having a rigid edge on the grippers also helps minimize friction making it easier to pick up objects with smoother surfaces. In sketch two, the sliding feature and the round edge make a perfect team to carry small objects and different shapes.

Team ID: Tues-52

Please list full name and MacID.

Full Name:	MacID:
Habibah Aboueleinin	Aboueh2

Team ID: Tues-52

Insert an image of flowchart in the box for your assigned function. Also change the name of the function to match your assigned function.

