

```
# elbow position
```

```
x_elbow = l1 * np.cos(q1)
```

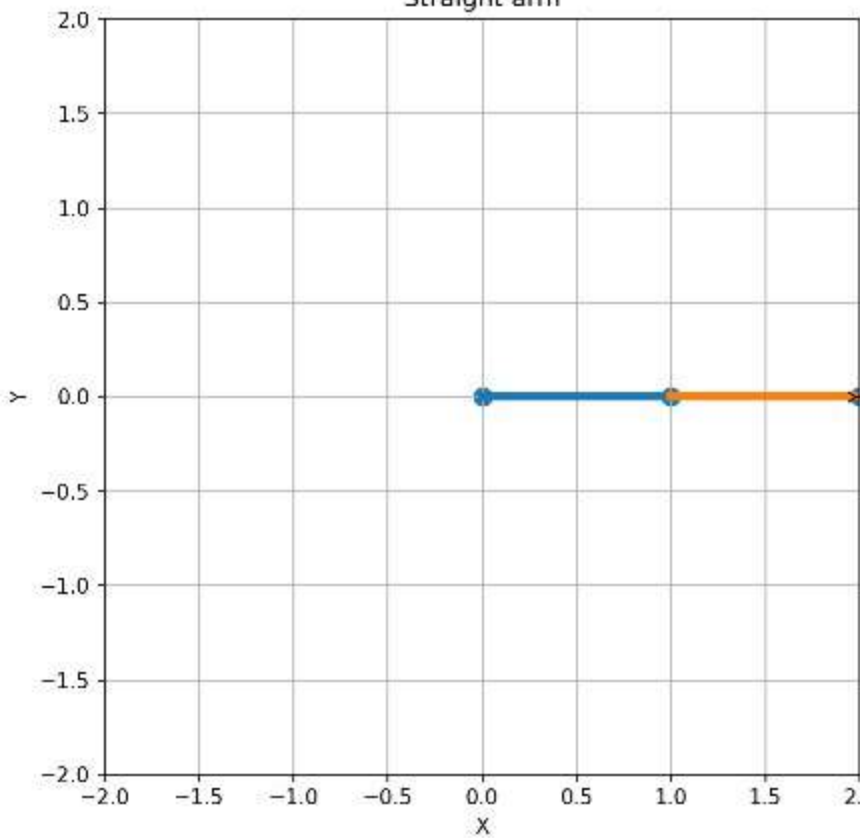
```
y_elbow = l1 * np.sin(q1)
```

```
# end effector pos
```

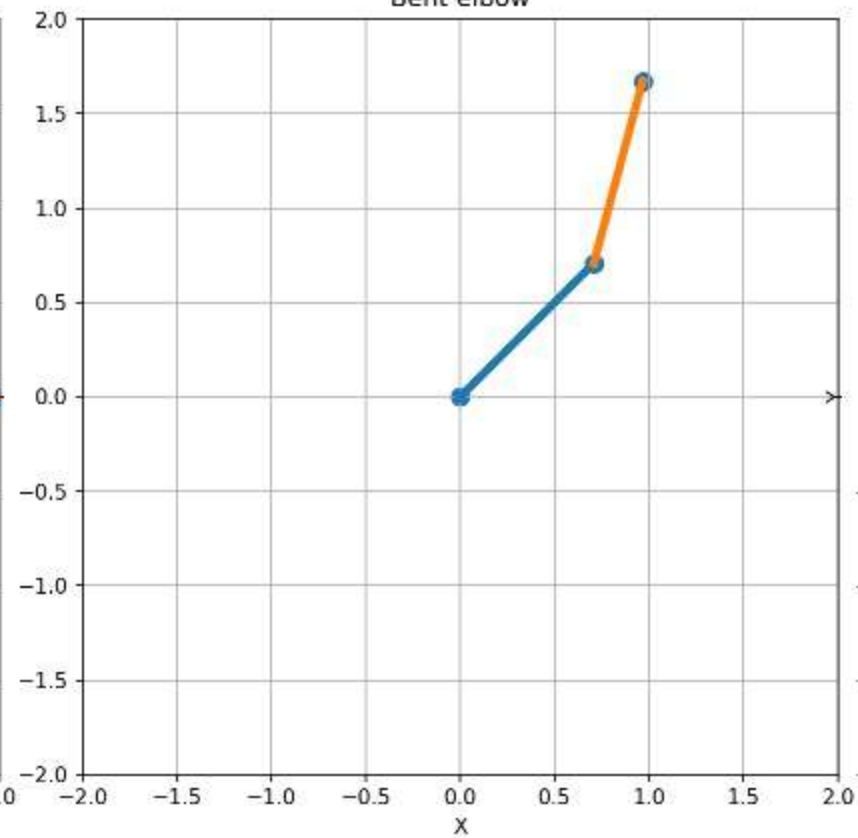
```
x_ee = x_elbow + l2 * np.cos(q1 + q2)
```

```
y_ee = y_elbow + l2 * np.sin(q1 + q2)
```

Straight arm



Bent elbow



Folded arm

