```
quanni 2
                  jianc 2
                 1. There's a point (x. ). Z) and it translated by (1.9,6), followed by a roll of 45 deree.
3. (T_2T_1)^{-1} = T_1^{-1} \cdot T_2^{-1} = \begin{bmatrix} 0 & -\sqrt{3} & -\frac{1}{2} & \frac{1}{2}\sqrt{2} \\ 0 & 0 & 0 \end{bmatrix}^{\frac{1}{2}}

4. \begin{cases} 0 & 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{cases} = \frac{1}{2}\sqrt{24\sqrt{2}} \quad \begin{cases} q_{1,1} & \sqrt{4+2\sqrt{2}} & q_{1,1} = 0 \\ 0 & 0 \end{cases}
                            9.,2=0 9.,3= ++2+2
                             9. = [= \frac{1}{2}\sqrt{24\sqrt{2}}, 0.0, \sqrt{442\sqrt{2}}]
                  for q_2: q_{1,0} = \frac{1}{2} q_{2,1} = \frac{1}{2}\sqrt{3} q_{2,2} = 0 q_{2,3} = 0
                        92 = [ = 1 , - 1 , 0, 0]
               5. 9. 9. = 4 T2+52 ( 90.90+9.9. + 9.9.+ 9.93)
               6. In the cases that the matrix can only move along wor
                  with re each axis at most once.
               for example, if you move along x axis, the x axis cannot move during the rotation (must be in the same direction as
```