```
function ME598_GrpR1_FwdKin = params(angles)
    clc
    %angles = [90 90 90 80 90]
    %test to see angles in range
    if(angles(1)>130 \mid | angles(1)<-130) \mid | (angles(2)>95 \mid | angles(2)<5) \mid |
(angles(4)>85 \mid angles(4)<-5) \mid (angles(5)>90 \mid angles(5)<-90)
         disp('Invalid angle(s) inputted');
         return
    end
    %since the sin and cosine functions on matlab are in radians have to convert
from degrees to radians
    anglesrad = angles * (pi/180);
    %Homogenous matrices for frames i relative to i-1
    cos(anglesrad(1)) 0];[0 1 0 10.5];[0 0 0 1]];
    A2 = [[\cos(\operatorname{anglesrad}(2)) - \sin(\operatorname{anglesrad}(2))] = 13.5 \cos(\operatorname{anglesrad}(2))];
[\sin(anglesrad(2)) \cos(anglesrad(2)) 0 13.5*sin(anglesrad(2))]; [0 0 1 0]; [0 0 0]
1]];
    A3 = \lceil \lceil \cos(\operatorname{anglesrad}(3)) - \sin(\operatorname{anglesrad}(3)) \mid 0 \mid 16 \leq \operatorname{cos}(\operatorname{anglesrad}(3)) \rceil;
[\sin(anglesrad(3))] \cos(anglesrad(3)) 0 16*sin(anglesrad(3))]; [0 0 1 0]; [0 0 0 1]];
    A4 = \lceil \lceil \cos(\operatorname{anglesrad}(4)) \mid 0 \mid \sin(\operatorname{anglesrad}(4)) \mid 5.5 \mid \cos(\operatorname{anglesrad}(4)) \mid \rceil;
[\sin(anglesrad(4)) \ 0 \ -\cos(anglesrad(4)) \ 5.5*sin(anglesrad(4))]; [0 \ 1 \ 0 \ 0]; [0 \ 0 \ 0]
1]];
    A5 = \lceil \lceil \cos(\operatorname{anglesrad}(5)) - \sin(\operatorname{anglesrad}(5)) \mid 0 \mid 0 \rceil; \lceil \sin(\operatorname{anglesrad}(5)) \rceil
cos(anglesrad(5)) 0 0];[0 0 1 7];[0 0 0 1]];
    %Homogeous matrices for frames i relative to 0
    A02 = A1*A2;
    A03 = A02*A3;
    A04 = A03*A4;
    A05 = A1*A2*A3*A4*A5;
    %Position of each joint
    L1Pos = A1(1:3,4);
    L2Pos = A02(1:3,4);
    L3Pos = A03(1:3,4);
    L4Pos = A04(1:3,4);
    L5Pos = A05(1:3,4);
    %theoretical final location;
    coord = dobotPlot(angles,1,1);
    fprintf('Calculated final location: p = (\%.4f, \%.4f, \%.4f) n',
L5Pos(1), L5Pos(2), L5Pos(3));
    fprintf('Theoretical final location: p = (\%.4f, \%.4f, \%.4f) n',
coord(1), coord(2), coord(3));
```