

**Approach:**

**Step 1:** Remove the bad part by referencing to the “get\_bad\_part\_Q1” function in the box\_inspector.cpp code to find the bad part and then removing.

**Step 2:** Updating the box model to show the removed and the left out parts in the box.

**Step 3:** Removing rest other parts by looping over the left out models in the box in the “orphans\_model\_wrt\_world” array.

**Observations:**

1. The distance between the parts is very very small and can be easily mistaken if not done with precision.
2. Removal of the rest parts were un-necessary.