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EECS 373  
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## **Assignment P4**

*Getting the Robot to do something interesting...*

The framework for the node used in this assignment was pulled from the example test trajectory sender accompanying the irb120 robot files in Part\_5. Most of the code is identical, however, the trajectory points and durations were adjusted to allow the robot simulation to move in a more interesting way. To get the robot to “dance,” angles (in radians) were entered and published to the respective topic for each corresponding joint of interest. To keep things simple, I used “benchmark” values from a sine wave to spin the robot as its arm moved in a specified pattern. Additionally, I had the robot slow its movement near the end of the trajectory set. This was all captured in an attached .mp4 file.