

## Fair-Game Code Variations: Computer Project #1

The goal of the computer projects is to keep the scripts very general so they can apply to a variety of robots and tasks. In that vein, much of your code should rely on the parameters provided by the input files and those same parameters are fair game to change during testing and grading of your program. Your code should be able to accommodate a change in the following variables:

- Number of joints in the robot ( $n$ )
- Length and angle of each joint
- Number of desired positions ( $m$ )
- Location of desired positions

Note: Changes may be made to parameters  $m$ ,  $n$  without changing the subsequent listing of points. For example, there may be a total of twenty desired positions initially with  $m=20$  provided at the top of the *trajectory* file. To test only the first five desired positions, the *trajectory* file will be changed so  $m=5$  but all twenty positions will still be present in the file. You can still read all the positions in but you should only use the first five in your code.

If you are not able to fully compile all segments of your code by the due date, please state this in your README file then explain what project tasks you are able to complete. You should develop your code in stages so your README file should essentially say what stage you completed, i.e. you successfully compute forward kinematics and the Jacobian but there is an error in performing damped least squares. If you have questions, please ask as it is much easier than me trying to interpret and debug your code!