/\*Find a suitable use case for each of the six combinations and write them in a new text file within the exercise folder. You can think of examples in the real world or within the scopes of object manipulation and viewpoint navigation in virtual environments.\*/

Isotonic

“absence of resistance, free movement”

* Isotonic Position Control: the user has turned on the laser pointer to play with the cat. The point from the laser pointer moves freely in accordance with the movements of the hand, its trembling.
* Isotonic Rate Control: the user fanning in non-viscid environment, the speed of the fan depends only on the speed of the hand.
* Isotonic Acceleration Control: the user quickly moves the mouse and the system displays the cursor on the screen with the same acceleration (in this example, it is assumed that the system displays the user's actions with the same speed as the user performs them).

Elastic

“Resistance increases with movement”

* Elastic Position Control:

+) The user turned on the snap in the grid in the design tool, as a result the object is harder to locate outside of the layout grid. If the user draws an element in the vicinity of the grid, then the system pulls the data element and places it on the grid.

+) The position-controlled robot arm with series elastic tactile

* Elastic Rate Control: the user rides a stationary bike, where the resistance level of the simulator increases with increasing speed, thus the effect of training is achieved; the same speed the user put on the stretch skinny jeans the same speed they stretched, but its increase their resistance;
* Elastic Acceleration Control: the user squeezes the spring in his hand, the stronger the user squeezes the spring, the greater the tension (the spring has more energy to open).

Isometric:

“sence the force but does not perceptibly move”

* Isometric Position Control: the user is trying to open the door in the wrong direction (pull instead of push).
* Isometric Rate Control: imagine that our user is a second hand in a mechanical clock; the user passes a circle, while the minute hand has only slightly shifted.
* Isometric Acceleration Control: the user are viewing his or her geolocation on a map on a small scale. Then user run forward with all his or her might, while the point that displays the user on the map remains practically in place.