

# # 01

a) LERT

b) Design

c) Arm Configuration

d) Programming Language



# # 02

a) Cartesian

b) Cylindrical

c) Spherical

d) Jointed Arm



# # 03

a) Linear Motion

b) Logical Reasoning

c) Locomotion

d) Looped Programming



# # 04

a) Cartesian

b) Cylindrical

c) Spherical

d) Jointed Arm



# # 05

a) Extensional Motion

b) Elapsed Time

c) Elongated Motion

d) Exponential Movement



# # 06

a) Cartesian

b) Cylindrical

c) Spherical

d) Jointed Arm



# # 07

a) Rational Motion

b) Rotational Motion

c) Random Movement

d) Relative Movement



# # 08

a) Cartesian

b) Cylindrical

c) Spherical

d) Jointed Arm





# # 09

a) Twisting Motion

b) Twirling Movement

c) Tangent Motion

d) Total Movement



# # 10

a) Cartesian

b) Cylindrical

c) Spherical

d) SCARA



# # 11

a) Point-to-Point

b) Limited Seq

c) Teleop

d) Continious Path



# # 12

a) Low-Tech Level

b) Mid-Tech Level

c) High-Tech Level

d) No-Tech Level



# # 13

a) Point-to-Point

b) Limited Seq

c) Teleop

d) Continious Path



# # 14

a) Low-Tech Level

b) Mid-Tech Level

c) High-Tech Level

d) No-Tech Level



# # 15

a) Point-to-Point

b) Limited Seq

c) Teleop

d) Continious Path



# # 16

a) Low-Tech Level

b) Mid-Tech Level

c) High-Tech Level

d) No-Tech Level





# # 17

a) Solar

b) Pneumatic

c) Hydraulic

d) Electric

