


```

th3 = a30 + a31*cos(x*w33) + b31*sin(x*w33) + a32*cos(2*x*w33) +
b32*sin(2*x*w33) + a33*cos(3*x*w33) + b33*sin(3*x*w33) + a34*cos(4*x*w33) +
b34*sin(4*x*w33) + a35*cos(5*x*w33) + b35*sin(5*x*w33) + a36*cos(6*x*w33) +
b36*sin(6*x*w33) + a37*cos(7*x*w33) + b37*sin(7*x*w33);
w3=diff(th3,x);
a3=diff(w3,x);

```

```

%Flexión de codo

```

```

a40 = 1.09;
a41 = 0.6519;          b41 = -0.1051;
a42 = -0.3209;        b42 = 0.0562;
a43 = -0.129;         b43 = 0.05011;
a44 = 0.04826;        b44 = -0.04455;
a45 = 0.007206;       b45 = -0.01254;
a46 = -0.006293;      b46 = -0.006867;
a47 = 0.007019;       b47 = 0.007691;
a48 = -9.983e-05;     b48 = -0.0004323;
w44 = 3.11;

```

```

th4 = a40 + a41*cos(x*w44) + b41*sin(x*w44) + a42*cos(2*x*w44) +
b42*sin(2*x*w44) + a43*cos(3*x*w44) + b43*sin(3*x*w44) + a44*cos(4*x*w44) +
b44*sin(4*x*w44) + a45*cos(5*x*w44) + b45*sin(5*x*w44) + a46*cos(6*x*w44) +
b46*sin(6*x*w44) + a47*cos(7*x*w44) + b47*sin(7*x*w44) + a48*cos(8*x*w44) +
b48*sin(8*x*w44);
w4=diff(th4,x);
a4=diff(w4,x);

```

```

%Se evaluan todos los ángulos para la obtención de las matrices.

```

```

t=0:0.01:2;
x=t;

```

```

th1=eval(th1); w1=eval(w1); a1=eval(a1);
th2=eval(th2); w2=eval(w2); a2=eval(a2);
th3=eval(th3); w3=eval(w3); a3=eval(a3);
th4=eval(th4); w4=eval(w4); a4=eval(a4);

```