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//
// Pseudocode for Lab 2 -- A warehouse problem.
//
total_dist = 0.0 ;
total_time = 0.0 ;
current_aisle = 0 ;
current_bin = red_circle_position ; // At the red circle, use -10.

loop 1000 times. k = 1, 2, 3, ... , 1000
{
    // Generate a new position.
    new_aisle = ....
    new_bin = ....

    dist = compute distance from current position to new position.
           There are only two cases: same aisle v.s. different aisle.

    time = dist / speed + time_to_make_selection ;

    // Update total time and distance.
    total_dist = total_dist + dist ; // Accumulate total distance.
    total_time = total_time + time ; // Accumulate total time.

    // Update the current position;
    current_aisle = new_aisle ;
    current_bin = new_bin      ;

    if ( k is a multiple of 20 ) {
        dist = distance from current position to the red circle.
        time = dist / speed + offload_time ;

        // Update the current position again;
        current_aisle = 0 ;
        current_bin = red_circle_position ;

        // Update total time and distance again.
        total_dist = total_dist + dist ; // Accumulate total distance.
        total_time = total_time + time ; // Accumulate total time.
    } // end if ...
} // end loop

// Compute averages and print here.

```