

PROGRAM GroceryShopping

```
var ListfromUser = [];  
var purchasedItems = [];  
var UTurn = false;  
var AisleCount = 1;  
  
get list from user;  
ListfromUser = items requested by user;  
  
position cart in aisle 1 right side;  
look right;  
  
while AisleCount < 10;  
  do:  
    if: aisle lenght < 20 cm "AND" UTurn = false;  
      MoveUTurn();  
    else if: aisle lenght < 20 cm "AND" UTurn = true;  
      MoveNextAisle()  
    else:  
      Compare();  
      MoveForward();  
  endwhile;  
  
go to register;  
Put items form cart to register;  
pay for items;  
deliver items to customer;  
  
print "this are the purchased items: " + purchasedItems[];  
print "this items were not found on this store: " + ListfromUser = [];  
print "thanks for using Automatic Purchases."  
  
END  
  
//Functions  
  
Compare(){  
  grave item on shelve;  
  compare with items on list[];  
  if item = item in list[];  
    grab item place in cart;
```

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        cut item from items2purchase[];
        paste item on purchasedItems[];
        return;
    else
        return item to shelve;
        return;
}

MoveForward(){
    LookOut();
    advance forward 20 cm.
    look to the right
    return;
}

MoveUTurn(){
    LookOut();
    move to the other side of aisle doing a u turn;
    position the cart on the begining of the aisle;
    look to the right;
    UTurn = True;
    return;
}

MoveNextAisle(){
    LookOut();
    position cart in next aisle on the right side;
    look to the right;
    UTurn = false;
    AisleCount ++;
    return;
}

LookOut(){
    look forward;
    if obstacle:
        walk arround them;
        return;
    else;
        return;
}

```